DRAGON RAMPANT

Fantasy Wargaming Rules

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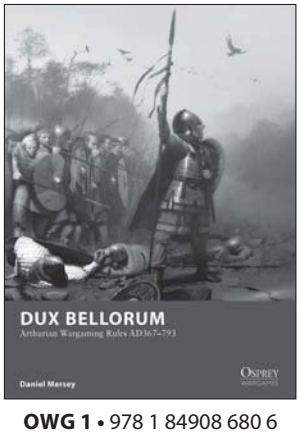

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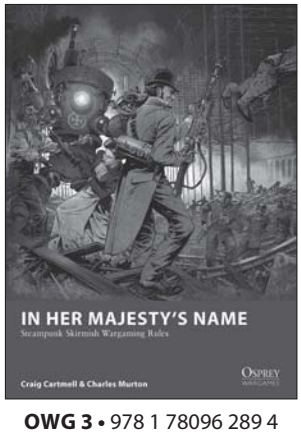

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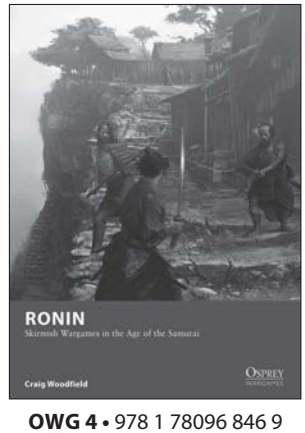

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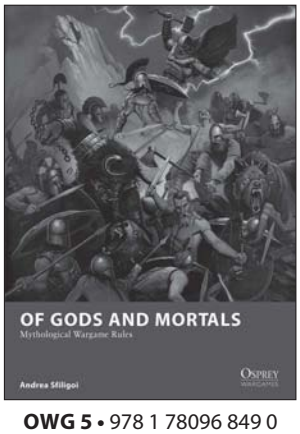

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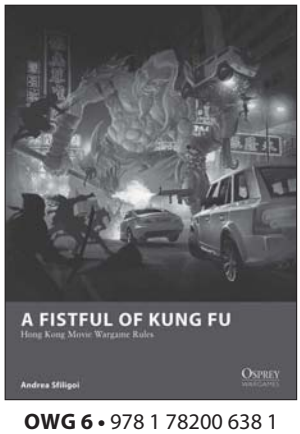

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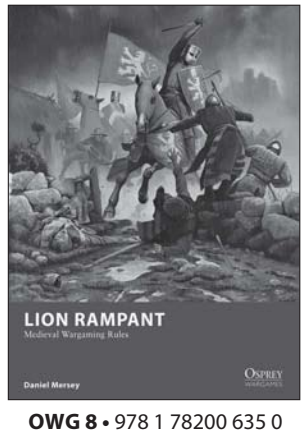

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DRAGON RAMPANT

FANTASY WARGAMING RULES

DANIEL MERSEY

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Copyright holders are identified in the photograph captions. One thousand blessings to everyone who submitted photos, and I'm sorry I could not use them all.

As a reward for those people who bother to read the small print, here's a secret spell I'm especially fond of that doesn't quite fit into the canonical ten. Feel free to use this when you're playing at someone else's house.

Spell name	Difficulty	Target	Duration	Effect
Replenish me!	8+	One opposing player	Immediate action	Nominate the target player before testing for success. If successful, that player must go and get you a drink and selection of nibbles of your choice. No arguments, it's written right here in the rules.

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1. INTRODUCTION

Welcome to *Dragon Rampant*, a set of simple miniature wargaming rules for fighting fantasy battles for fun: free from official miniature ranges, never-ending supplements, and irritating army list revisions. The rules are model scale-neutral, although many gamers choose 28mm armies; 15mm is more cost effective and better suited to the storage of large creatures such as dragons and giants, so is welcomed with equally open arms/tentacles. You may play using individually based models or communal bases holding several models (which means that 10mm and 6mm armies may also be used).

In a magical, fairy-tale world long ago – known to some as the 1980s – I was a fantasy gamer. I'd discovered *Dungeons & Dragons* from adverts in my Dad's old *Military Modelling* magazines and the TV cartoon. It was amazing! I was introduced to roleplaying at school, as a natural progression from *Fighting Fantasy* game-books, and dabbled with historical wargaming. And then the two worlds met: around 1990 I played my first fantasy miniatures wargame (Dwarves versus green Orcs and Goblins). Fantasy worlds were soon left behind as I headed off to the historical Dark Ages and medieval periods, but I continued to flirt with fantasy armies using historical rules. When I realized that my *Lion Rampant* medieval rules could also work for small fantasy battles, I included a brace of fantasy armies in the *Lion Rampant* rulebook, but *Dragon Rampant* fleshes out what I started with those two lists.

I favour abstraction and stylization to facilitate quick and streamlined play. Battlefield confusion and chaos means that you might not get to use every one of your units in every turn of the game, so start thinking about your unit's priorities during the game even before you've taken your first move of the game. Troop types and units are defined by their fighting characteristics rather than by race, weaponry, or individual prowess.

A number of pages in this book include sections of *Lion Rampant* verbatim; this is especially true of the Battle Rules section, so that players already familiar with the rules can easily see what remains the same and what is different. I hope that readers will see this as a positive, intended to make the transition from medieval to fantasy gaming (and vice versa) as smooth as possible. My design goals for *Dragon Rampant* tell you how I approached reworking the *Lion Rampant* rules for this new setting:

- Keep it *fun*. The emphasis is on a playable fantasy-themed game rather than an over-detailed simulation of battle.
- Create a modern day *throwback* to 1970s and 1980s fantasy wargaming (in a positive way!): allow players breathing space to create their own worlds rather than forcing them to be tied to a line of miniatures.
- Use no unusual dice, cards, or supplements… make it *accessible* for gamers new to the hobby.
- Keep the rules *simple*, streamlined and abstracted where appropriate: don't make players continually thumb through the rulebook.
- *Quick play* and minimal record-keeping to allow multiple games in a session.
- *Don't reinvent the wheel*: use *Lion Rampant* core rules as much as possible to represent different types of monsters and attacks.
- Let scenarios drive the game and make the victory conditions interesting and feel like a *narrative story*. Give players extra goals in each scenario to allow different ways to win.
- Offer *malleable* army selection: no hard and fast army lists tied to manufacturers' ranges.

- Don't allow magic or monsters to *overpower* gameplay: all troop types are equally valid in the right circumstances.
- Embrace classic fantasy *stereotypes*: baby-eating ogres are fierce, elves are excellent archers, and goblins cackle as they ride their wolves over your corpse.

My overall goal was to design a fantasy miniatures game that is simple to learn, easy to adapt to your own preferred fantasy setting, and that gives me the same excitement I had when I discovered fantasy gaming in the 1980s. As a consequence, this book is dedicated to Richard Halliwell, Rick Priestley, and Bryan Ansell, whose fault it all is.

WHAT YOU'LL NEED TO PLAY *DRAGON RAMPANT*

To play a game of *Dragon Rampant* you'll need to read through the section on Battle Rules first, and keep the book handy through your first few games. Most players will be familiar with the basics after a couple of games. To play, you'll need to bring together the following:

- This book.
- Your imagination… be creative with troop types: why ride a horse when you could ride a giant chicken?
- A list of unit profiles.
- A friendly opponent.
- An army of fantasy miniatures for each player; each player will usually field 60 or fewer models in the standard game.
- A good handful of dice: 12 per player should do it.
- A tape measure showing inches.
- A table to play on and some model terrain.
- Some markers to indicate Battered units (gaming gems or dead/wounded models are great for this) and some way to track each unit's Strength Points (small dice or a paper record work just fine).

Design note: I'm deliberately vague about table sizes in Dragon Rampant, but for good reason! Most scenarios will play out nicely on a 6x4' table with full strength 28mm units. A good game can be had on a table no more than 4x4' or even smaller, if you're fielding plenty of Reduced or Single Model Units or are playing with scaled down movement and 15mm models. Some scenarios benefit from a larger table, especially those requiring manoeuvre more than combat.

A 24 army point Sea Elf Warband: Prince and Bannermen (Elite Foot, Leader, Reduced Model Unit) @ 6pts, Guardsmen (Elite Foot) @ 6pts, Archers (Light Missiles, Sharpshooter, Invisibility) @ 9pts, Spearmen (Light Foot) @ 3pts. 28mm Vendel Elves from the author's collection. (Henry Hyde)

2. BUILDING YOUR WARBAND

COMMANDING YOUR WARBAND

Each player's army – known as your Warband in *Dragon Rampant* – is built from a variety of units with different strengths and weaknesses. The rules don't impose many restrictions when choosing units, although I recommend following the classic fantasy stereotypes when building your units, and drawing inspiration from your favourite movies or fiction. Alternatively, flick through to the end of this book and choose a Warband listed there that you think you'll enjoy commanding.

Dragon Rampant is written for Warbands comprising 24 army points, which usually gives command of 4–8 units. Mounted units begin with 6 Strength Points each, whereas Foot units mostly begin with 12 Strength Points each.

When assembling your troops, be sure to abide by the following rules for 24 army point Warbands:

- You must field a minimum of 4 units and a maximum of 10 units in your Warband, and of course any combination in between is fine.
- An individual unit's cost may not be higher than 10 points or lower than 1 point.
- Some or all of your units may be Single or Reduced Model Units, fielding fewer models but counting as full Strength.

PLAYING WITH LARGER OR SMALLER WARBANDS

If you don't yet have enough models for a 24 army point Warband, try playing with between 12 and 18 army points per side; even better, if you're blessed with a huge collection of models, experiment with upping Warbands to 30 or 36 army points. The rules scale up and down easily enough, but adjust your table size accordingly.

BASING YOUR WARBAND

Dragon Rampant is easiest to play if your models are based individually, or are removable from movement trays. Base dimensions don't matter too much, although 28mm Warbands commonly use 20x20mm squares or 25mm rounds for foot, and 25x50mm for mounted, or whatever seems suitable and a stable platform for larger models such as dragons and chariots. Many of my Leaders and creatures are based on 40mm to 60mm round bases to make them stand out from the *hoi polloi*.

***Design note:** Unlike Lion Rampant, which assumed that all units would begin with 6 or 12 models, Dragon Rampant uses Strength Points. Not only does this recall youthful Hazy Days of Hit Points, it allows players to field Single or Reduced Model Units and element-based units without additional, complex rules.*

There's no reason that you must limit your units to only 12 models, so long as you track their Strength Points and adjust game measurements accordingly. Oversized units such as these Copplestone Barbarica Northlanders look most impressive! Painted by Kevin Dallimore. (Kevin Dallimore)

Units may be fielded with multiple models on a communal base (like the 15mm Wolves), or based individually (like the 28mm Wolves); it makes little difference when playing. 15mm Copplestone and 28mm Reaper Wolves painted by the author. (Henry Hyde)

If your collection includes multiple models on a communal base, you can still play *Dragon Rampant* without much difficulty: just be prepared to ignore the direction the models are actually facing and think of them as a blob of troops with no flanks or rear: it doesn't matter if your unit charges the enemy from the side or behind, in 'real life' they'll just turn to face you and fight on. You'll need to mark casualties as they occur (small dice are a discreet way of doing so), and modify unit cohesion to suit your base dimensions (see the section on cohesion for my suggestion about this).

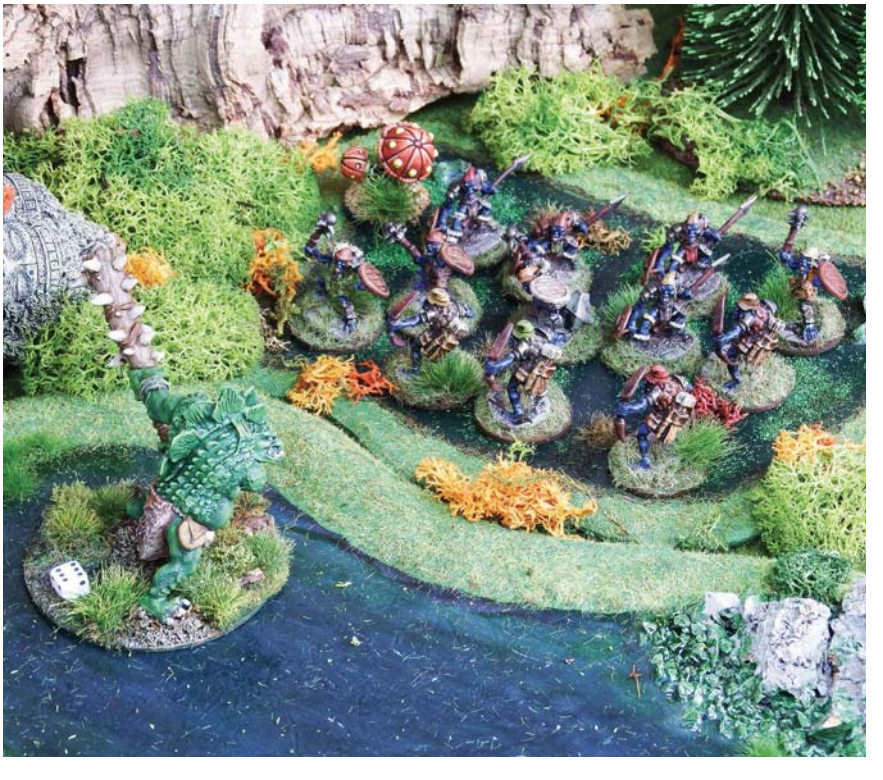
STRENGTH POINTS

The fighting ability of every unit in *Dragon Rampant* is defined by its current Strength Points: all units begin with either 6 or 12 Strength Points, and when they are reduced to 0 or less, the unit has been destroyed.

The simplest way to track Strength Points is to field units starting with 6 models (for 6 Strength Point units), or 12 models (for 12 Strength Point units). That way, every time you lose a point of Strength, you simply remove a model. For heroic units, legendary warriors, and large creatures, you may wish to use fewer models in the unit (see below), but be sure to explain to your opponent what's what before the game starts. You must always tell your opponent the Strength Points of any of your units if they ask.

The loss of Strength Points doesn't necessarily reflect sudden and violent death (although if you wish to interpret it that way…): some warriors lose heart, others are wounded, and the rest are killed. Strength Points essentially track a unit's morale and current fighting ability: whether a unit is above or below half Strength is important in the game.

Design note: The number of models you choose to represent one unit does not matter, allowing you maximum flexibility in the way your collect your Warband. However to minimise record keeping I recommend limiting Reduced Model Units to your greatest heroes and bigger beasts only, unless you've agreed with your opponent to play with smaller unit sizes (which can be really useful if you're playing with models pulled across from another game, be they mounted on multi-model bases or in units of 10 models, for example).



The Sea Goblin Light Foot are a 12 Strength Point unit, as is the solitary Marsh Troll (the Marsh Troll's strength is tracked with a small dice). Reaper Bones painted by the author and Paul Baldwin. (Henry Hyde)

TOP
Leaders and Single or Reduced Model Units look good and are easy to spot if you mount them on larger bases; these examples are on 50mm and 40mm bases. 28mm Reaper Ranger painted by Mark Carter-Greaves, and Standard Games' War Hedgehogs painted by the author. (Daniel Mersey)

BOTTOM
Mini dice are a good way to track Strength Points without resorting to paperwork. I use white dice for Strength 7–12 (demonstrated by MacTavish and her 'mascot' Mr Nesbit with his Fear-inducing bagpipes), and red – bloodied! – dice for Strength 1–6 (as modelled by Ardenuff the Slayer and Olaf the Owl). Reaper and EM4 models painted by Ralph Plowman and Mark Carter-Greaves. (Daniel Mersey)

SINGLE OR REDUCED MODEL UNITS

Some units look better if comprised of fewer models: one huge, imposing flesh golem could count as 12-Strength Point unit in its own right; a wizard and her two familiars looks better than six wizards in a 6-Strength Point unit; and a 6-Strength Point unit of knights could be replaced with a single model of Lancelot. These are called Single or Reduced Model Units (there's no maximum number of models by which to reduce a unit, but obviously you always need at least one model per unit!).

Simply treat Single or Reduced Model Units as standard units but keep a track of damage, removing models when a proportionate number of Strength Points have been lost (for example, if you substitute an ordinary 12-Strength Point unit of Foot with 3 models of trolls, remove one troll for every 4 Strength Points lost). Use small dice or gaming markers to show hits, or write down the unit's strength on an off-board piece of paper so you don't go wrong.

Unit cohesion still applies (assuming there's more than one model in your unit), as does the rule preventing units from moving closer than 3" to one another unless Attacking.

Here are some ideas for how to field different units in the game:

- A Good Hero of Bad Literature (6 SP unit) = 1 model (remove after 6 Strength Points are lost)
- A group of Trolls (12 SP unit) = 3 troll models (remove one model for every 4 Strength Points lost)
- A clan of Goblins (12 SP unit) = 12 goblin models (remove one model for every Strength Point lost)

Design note: I recommend mounting your Single or Reduced Model Unit models on larger bases than for your regular troops. This makes them stand out more on the tabletop, gives them a larger unit footprint, and offers the chance to add a Strength Point counter onto the base.

A superb 15mm Bellicose Foot Leader and his kinsmen, fielded as a Reduced Model Unit. Copplestone Castings Barbarica models, painted by Kevin Dallimore. (Kevin Dallimore)

LEADERS

One of your models must be designated as your Leader – your very own metal, resin, or plastic embodiment on the tabletop – and you must identify this model to your opponent before the game begins. As this model represents you, be sure to paint it well!

Your Leader is part of a unit and may not join a different unit during the game; the Leader does not increase the Strength of a unit, so for example, a unit of Heavy Foot including your Leader still has 12 Strength Points, not 13. That said, it's not unusual for a Leader to be fielded as a Single or Reduced Model Unit. Leaders do not increase the points cost of their unit: every Warband gains its Leader for free.

Every Leader should stand out a little; in *Dragon Rampant*, Leaders may have their own special skills to help or hinder command of your Warband. Unlike units, which you may choose and upgrade as you wish, your Leader's abilities are randomly determined. These are known as Traits.

Decide which unit your Leader will be part of and then, in the best fantasy tradition, roll three dice, add the total, and consult the Leader Traits table for your Leader's personal strength or weakness. If your Leader is Battered or not in play (whether he's not entered the table, has left, or is dead) his Leader Trait cannot be used. Feel free to create your own Leader Traits, or adapt those shown below to better suit your Warband.

Leader Traits Table

Dice total	Trait	Rules
3	Unworthy	After deployment and whether your Leader is on the table or not, roll one die for each of your units (except Leader's). On the roll of a 1, that unit deserts and is immediately removed from play (not counting as casualties).
4	Insipid	Offers units within 12" no Courage bonus.
5	Cowardly	Leader's unit may not be given an Attack order (but will still make Wild Charges if applicable).
6	Weakling	Leader's unit rolls 1 fighting die less in all Attacks and when Shooting (therefore rolling either 11 or 5 dice).
7	Brutal	Any units within 12" of your Leader model may automatically pass failed Rally tests by removing one Strength Point (a sacrificed friend works wonders for morale…).
8	Wise	Renowned for strategic insight, you may add or subtract 1 from your final total (whichever you prefer) when dicing to decide attacker/defender.
9	Brave	Leader's unit is not affected by Fear.
10	Strong	During Attacks (whether attacking or defending), Leader's unit may reroll one failed hit die.
11	Commanding	You may reroll (once) a failed Move, Attack, or Shoot order within 12" of your Leader's model, once per turn.
12	Goader	Each turn, one unit within 12" of your Leader model may automatically pass a Move activation test without needing to roll dice.
13	Boneshaker	Each turn, one unit within 12" of your Leader model may automatically pass an Attack activation test without needing to roll dice (but not a Wild Charge).
14	Sky Darkener	Each turn, one unit within 12" of your Leader model may automatically pass a Shoot activation test without needing to roll dice.
15	Formidable	During Attacks (whether attacking or defending), Leader's unit may reroll up to two failed hit dice.
16	Patient	Each turn, one unit within 12" of your Leader model may choose to ignore a compulsory Wild Charge, and may instead take an ordered action in your ordered activation phase.
17	Charmed	Leader's unit may not be targeted by enemy spells.
18	18/00 Strength!	During Attacks (whether attacking or defending), Leader's unit may reroll up to three failed hit dice.

UNIT TYPES

Warbands are built from a variety of troop types, each of which performs differently on the battlefield (and each of which comes into its own in different circumstances). At first glance, it might seem strange that 'Elite Foot' could represent both a half dozen plate-armoured warriors and a solitary 30-foot tall giant, but in game terms both represent a similar threat to their enemies: what one lacks in numbers it makes up for in height and ferocity. This thread of imagination is encouraged for all *Dragon Rampant* troop types: think in terms of what your unit is good at or achieves in broad terms, not the granularity of blow-by-blow combat.

To shape your Warband to your chosen fantasy race, a number of options are available for each troop types; sample Warbands may be found later in the book, to give you an idea of how to use these options. Remember that no unit's cost may be boosted above 10 points or reduced below 1 point.

UNDERSTANDING UNIT PROFILES

In *Dragon Rampant*, different troop types act and react differently to one another. Each of the troop types has its own unit profile, showing its own strengths and weaknesses. The following list shows what each line of the profile means:

- **Unit name:** The troop type represented by this unit.
- **Attack:** The total needed on two dice to carry out this order.
- **Move:** The total needed on two dice to carry out this order.
- **Shoot:** The total needed on two dice to carry out this order. Not all units may Shoot.
- **Courage:** The total needed on two dice to keep calm and carry on.
- **Armour:** The number of hits needed to remove one Strength Point from this unit.
- **Points:** How many army points it costs to include one of these units in your Warband.
- **Attack Value:** The score needing to be equalled or better on one die to hit an enemy when carrying out an Attack.
- **Defence Value:** The score needing to be equalled or better on one die to hit an enemy when being Attacked.
- **Shoot Value:** The score needing to be equalled or better on one die to hit an enemy with missiles. Not all units have this ability.
- **Maximum movement:** The maximum number of inches a model in this unit may move.
- **Initial Strength Points:** The number of hits or casualties a unit may take before it is wiped out; this will be either 6 or 12 depending on the unit's type. Any unit may be represented with 6 or 12 models, or as a Single or Reduced Model unit without any loss of effectiveness.
- **Special rules:** Any other rules applicable to this unit, which may differ from the core rules.

ADDING FANTASTICAL AND OTHER OPTIONS

In addition to the unit-specific options shown under each profile, you may wish to include one or more of the rules outlined in the later section, 'Fantastical Rules'.

These rules offer 'high fantasy' options to players, and (with some restrictions) may be added to any type of unit with a little bit of thought and imagination… doing so means that you can create a wide swathe of wizards, warriors, and creatures from fantasy film and literature. Examples are shown in the later section, 'Sample Warbands'.

Design note: With your opponent's agreement, it's possible to use options or Special Rules not usually available to your unit type if this fits the fantasy unit you're creating; as a general guide, this should usually add 2 points to a unit's cost, but may be as low as 1 point for minor upgrades, or 3 or more points for more powerful stuff. For example, you may decide to allow all Wood Elf Foot units the Fleet Footed special rule at 1 point per unit.

MOUNTED UNIT PROFILES

ELITE RIDERS

Elite Riders represent well-armoured and well-armed knights and their equivalents across the fantasy races. They are mounted on horses or rather more scary beasts, and rely on the impact of their charge to do damage unto their enemies. If caught on the defensive, they are not nearly so deadly, and their impetuous nature can land them in hot water. This troop type can be used for great battle heroes by fielding a Single or Reduced Model Unit.

UNIT NAME	Elite Riders	POINTS	6
Attack	5+	Attack Value	3+
Move	7+	Defence Value	5+
Shoot	–	Shoot Value	–
Courage	3+	Maximum movement	10"
Armour	4	Strength Points	6

SPECIAL RULES

- **Wild Charge:** If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.
- **Counter-charge:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.

OPTIONS

- Mounted missiles @ 2 points per unit: Wild Charge and Counter-charge are removed and replaced with Shoot 6+/Range 12" hitting on 5+.
- Level Headed @ 2 points per unit: This unit is better controlled than most, removing Wild Charge and changing Move to 5+.
- Any 'Fantastical Rules'.

HEAVY RIDERS

Heavy Riders are not as well equipped as Elite Riders, but are still formidable in battle; some may be armed with missile weapons in addition to their hand weapons. War chariots are included as an option, with improved armour but less manoeuvrability.

UNIT NAME	Heavy Riders	POINTS	4
Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	–	Shoot Value	–
Courage	4+	Maximum movement	10″
Armour	3	Strength Points	6

SPECIAL RULES

- **Counter-charge:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance

between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. Counter-charge may not be used if the unit is Battered.

OPTIONS

- Mounted missiles @ 1 point per unit: Add Shoot 6+/Range 12" hitting on 5+.
- Chariots @ 2 points per unit: Unit may not enter rough terrain or cross walls, ditches, or similar (other linear terrain crossed as normal), but Armour is increased to 4. Unit must be a Reduced Model Unit with 2 or 3 models only.
- Any 'Fantastical Rules'.

LIGHT RIDERS

Light riders are skirmishing troops who rely on 'shoot and scoot' tactics: if they end up contacted by an enemy unit they'll find themselves pretty dead pretty quickly. Keeping a distance and using their missiles to harry slow moving enemies works much better. Their missiles may instead represent minor spellcasting and magical attacks… and their mounts need not be limited to horses: ostriches, wolves, significantly super-sized stoats, and ill-tempered goats are all possible (as are winged mounts, if you use the Flying option).

UNIT NAME	Light Riders	POINTS	4
Attack	7+	**Attack Value**	5+
Move	5+	**Defence Value**	6
Shoot	6+	**Shoot Value / Range**	5+ / 12″
Courage	5+	**Maximum movement**	12″
Armour	3	**Strength Points**	6

SPECIAL RULES

- **Skirmish:** As an ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. All models in the unit Shoot with –1 to their dice scores.
- **Evade:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units by 3" as usual; casualties inflicted in the Skirmish action cause a Courage test only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving, and its Armour drops to 1 during the Attack. Evade cannot be used if the unit is Battered.

OPTIONS

- Short range missiles @ –1 point per unit: Most units are armed with bows but may instead be armed with missiles such as javelins, with range reduced to 6".
- Any 'Fantastical Rules', except Spellcaster, Summoner, and Cleric/Slayer.

Badger, badger, badger! 28mm Mantic Games' Dwarven Brock Riders halt at a stream. (Mantic Games)

GREATER WARBEASTS

Greater Warbeasts are the sort of creatures that cause an audible intake of breath when their opponents see them trundle into play: dragons, demons, treemen, massive war rhinos, giant rabbits having a bad day, despicable unnamed monstrous gods summoned to fight for their cultists, that sort of thing. In general, they won't be too smart (possessing only animal intelligence), and will fight with tooth, claw, and other natural weapons. Formidable on the attack, if their enemies get in close and can attack underbellies or flanks they become relatively toothless.

UNIT NAME	Greater Warbeasts	POINTS	6
Attack	5+	Attack Value	3+
Move	6+	Defence Value	6
Shoot	–	Shoot Value	–
Courage	3+	Maximum movement	10″
Armour	4	Strength Points	6

SPECIAL RULES

- **Ranger:** This unit uses its normal Attack/Defence/Armour profile when fighting in rough terrain.
- **Wild Charge:** If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.

OPTIONS

- Flame or Spore Attack @ 2 points per unit: Wild Charge is removed and replaced with Shoot 6+/Range 12" hitting on 5+.
- Ponderous @ 1 point per unit: This unit is better controlled than most and removes Wild Charge.
- Cunning @ 2 points per unit: Defence Value becomes 5+.
- Any 'Fantastical Rules', except Spellcaster, Summoner, and Cleric/Slayer.

LESSER WARBEASTS

Like their Greater namesakes, Lesser Warbeasts generally aren't too smart, and fight with tooth, claw, and other natural weapons. This troop type includes most four-legged creatures, other animals, and minor fantastical creatures you might find on a battlefield: lions, wolves, war dogs, hordes of smaller creatures (such as spiders and bats), and well as Reduced Model Units representing medium-sized creatures.

UNIT NAME	Lesser Warbeasts	POINTS	4
Attack	5+	**Attack Value**	4+
Move	6+	**Defence Value**	6
Shoot	–	**Shoot Value**	–
Courage	4+	**Maximum movement**	12″
Armour	3	**Strength Points**	6

SPECIAL RULES

- **Ranger:** This unit uses its normal Attack/Defence/Armour profile when fighting in rough terrain.
- **Wild Charge:** If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.
- **Fleet Footed:** This unit does not halve its movement in rough terrain.

OPTIONS

- Flame or spore attack @ 2 points per unit: Wild Charge is removed and replaced with Shoot 6+/Range 12" hitting on 5+.
- Cunning @ 2 points per unit: Defence Value becomes 5+.
- Any 'Fantastical Rules', except Spellcaster, Summoner, and Cleric/Slayer.

These Snow Trolls could be Warbeasts, or Elite or Bellicose Foot – just don't be the one to make them angry! Copplestone Castings 15mm, painted by Kevin Dallimore. (Kevin Dallimore)

FOOT UNIT PROFILES

ELITE FOOT

These are the dismounted equivalent of Elite Riders; as well as representing heroes and well-armoured warriors, Elite Foot can be used to field Minotaurs, Giants, or similarly imposing bruisers as Single or Reduced Model Units. It's also viable way of fielding a very powerful magic user as a Single Model Unit, by adding the Spellcaster option (thus making a 10-point unit – the strongest allowed in *Dragon Rampant*).

UNIT NAME	Elite Foot	POINTS	6
Attack	5+	Attack Value	3+
Move	5+	Defence Value	4+
Shoot	–	Shoot Value	–
Courage	3+	Maximum movement	6″
Armour	4	Strength Points	6

SPECIAL RULES

- **Ranger:** This unit uses its normal Attack/Defence/Armour profile when fighting in rough terrain.

OPTIONS

- Missiles @ 2 point per unit: Add Shoot 6+/Range 18" hitting on 5+.
- Any 'Fantastical Rules'.

HEAVY FOOT

Heavy foot are well-armoured, steady spearmen or pikemen: the mainstay of many fantasy armies. They move slowly but surely and are better in defence than when attacking. The Wall of Spears makes them very hard to shift from the position they're defending, and the Offensive option increases their offensive capability (making them better trained, armed with heavy bladed weapons, or physically bigger). Offensive Heavy Foot could also be used to represent slow-moving Trolls, Golems, and such like as Reduced Model Units (perhaps 3 models at full strength).

UNIT NAME	Heavy Foot	POINTS	4
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	–	Shoot Value	–
Courage	4+	Maximum movement	6″
Armour	3	Strength Points	12

SPECIAL RULES

- **Wall of Spears:** There needs to be 6 or more Strength Points in unit to form a Wall of Spears. On a Move order, form the unit into base-to-base contact; a Wall of Spears cannot form in rough terrain or in cover, and it cannot move in this formation. Wall of Spears increases their Armour by 1 point against Attacks but not Shooting (to 4 for Heavy Foot). If the unit becomes Battered or must retreat while in a Wall of Spears, the formation is broken.

OPTIONS

- Offensive @ 2 points per unit: Attack Value becomes 4+. The unit may no longer form a Wall of Spears. (And you can insert your own joke about why/how they're offensive.)
- Any 'Fantastical Rules'.

LIGHT FOOT

Light Foot fulfil a similar battlefield function to Heavy Foot, but are less well-armoured; as a result they're faster when moving, but easier to damage. Light Foot may also be used to represent smaller warriors that have more speed than fighting ability, or less courageous warriors. The option to add missile weapons offers an interesting balance between melee and missile capability.

UNIT NAME	Light Foot	POINTS	3
Attack	6+	**Attack Value**	5+
Move	5+	**Defence Value**	4+
Shoot	–	**Shoot Value**	–
Courage	4+	**Maximum movement**	8″
Armour	2	**Strength Points**	12

SPECIAL RULES

- **Wall of Spears:** There needs to be 6 or more Strength Points in unit to form a Wall of Spears. On a Move order, form the unit into base-to-base contact; a Wall of Spears cannot form in rough terrain or in cover, and it cannot move in this formation. Wall of Spears increases their Armour by 1 point against Attacks but not Shooting (to 3 for Light Foot). If the unit becomes Battered or must retreat while in a Wall of Spears, the formation is broken.

OPTIONS

- Offensive @ 2 points per unit: Attack Value becomes 4+. The unit may no longer form a Wall of Spears.
- Short range missiles @ 1 point per unit: Shoot 6+/Range 6" hitting on 5+. Usually these missiles will be javelins.
- Mixed weapons @ 2 points per unit: The unit carries a mixture of spears and missiles, adding Shoot 6+, Range 12" hitting on 5+. Remove Wall of Spears and cannot be combined with Offensive or Short range missiles.
- Any 'Fantastical Rules'.

Barbarica Pictish Bellicose Foot protect their false idols. 15mm Copplestone Castings, painted by Kevin Dallimore. (Kevin Dallimore)

BELLICOSE FOOT

Bellicose Foot are angry fellows with big axes, sharpened teeth, and an unpleasant outlook on life. They charge first, slay second, and on very rare occasions might stop to ask questions later. They are very powerful when charging forward, but are extremely vulnerable if caught off balance or unprepared. Bellicose Foot could be used to represent Ogres, Wights, and other ferocious creatures as Reduced Model Units (perhaps 4 models at full strength).

UNIT NAME	Bellicose Foot	POINTS	4
Attack	5+	Attack Value	3+
Move	6+	Defence Value	6
Shoot	–	Shoot Value	–
Courage	4+	Maximum movement	8″
Armour	2	Strength Points	12

SPECIAL RULES

- **Ranger:** This unit uses its normal Attack/Defence/Armour profile when fighting in rough terrain.
- **Wild Charge:** If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.
- **Counter-charge versus foot:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. This is an Attack at 7+. If it succeeds, the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. This rule does not apply versus mounted units. Counter-charge may not be used if the unit is Battered.
- **Fleet Footed:** This unit does not halve its movement in rough terrain.

OPTIONS

- Terrifically Shiny Armour @ 2 points per unit: Armour becomes 3.
- Any 'Fantastical Rules', except Spellcaster, Summoner, and Cleric/Slayer.

28mm Mantic Games Ogres, sauntering around town looking for someone to eat. (Mantic Games)

HEAVY MISSILES

These troops are equipped with crossbows or similar hard-hitting, armour-punching projectiles; despite their powerful attack, such weapons are usually slow to reload, meaning that you cannot rely on Heavy Missiles to Shoot every turn. They are not well armoured nor particularly useful in hand-to-hand combat, but hope to shoot their enemies down from a distance. If your fantasy world includes gunpowder, muskets and rifles may be represented with Weighty Projectiles, and light cannon as a Single Model Unit. Heavy Missiles may also represent a giant throwing rocks or a magic user of limited ability only able to cast fireballs (both best fielded as Single Model Units).

UNIT NAME	Heavy Missiles	POINTS	4
Attack	7+	**Attack Value**	6
Move	6+	**Defence Value**	5+
Shoot	7+	**Shoot Value / Range**	4+ / 18″
Courage	4+	**Maximum movement**	6″
Armour	2	**Strength Points**	12

SPECIAL RULES

- None

OPTIONS

- Weighty Projectiles @ –1 point per unit: Some units may be armed with shorter range weapons with range reduced to 12".
- Any 'Fantastical Rules', except Spellcaster and Cleric/Slayer.

LIGHT MISSILES

Light Missiles are generally more common than Heavy Missiles, and represent most forms of bows, slingshot, and the spell-cast equivalent of these weapons. Like Heavy Missile units, they are not so well equipped for hand-to-hand fighting, and should try to destroy opposing units before they can close. The Sharpshooter option allows for more accurate shooting. Elves, Men, Orcs, and Dwarves often use such troops, whereas smaller races such as Goblins are more likely to field missile troops as Scouts (see below).

UNIT NAME	Light Missiles	POINTS	4
Attack	7+	**Attack Value**	6
Move	6+	**Defence Value**	5+
Shoot	6+	**Shoot Value / Range**	5+ / 18″
Courage	4+	**Maximum movement**	6″
Armour	2	**Strength Points**	12

SPECIAL RULES

- None

OPTIONS

- Sharpshooter @ 2 points per unit: Shoot Value becomes 4+.
- Any 'Fantastical Rules', except Spellcaster and Cleric/Slayer.

SCOUTS

Scouts are woodsmen, brigands, pixies, and youthful warriors who flit around the battlefield in small skirmishing units. They are missile-armed (which may be real or magical) and of limited value in melee, but are capable of grabbing objectives

and harrying the enemy with accurate shooting. Scouts should try to evade enemy Attacks, and are hard to target with missiles as they make full use of the terrain around them.

UNIT NAME	Scouts	POINTS	2
Attack	7+	Attack Value	6
Move	5+	Defence Value	6
Shoot	7+	Shoot Value / Range	5+ / 12″
Courage	5+	Maximum movement	8″
Armour	1	Strength Points	6

SPECIAL RULES

- **Hard to target:** Scouts count as Armour 2 versus Shooting and may only be targeted within 12".
- **Skirmish:** As an ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. All models in the unit Shoot with –1 to their dice scores.
- **Evade:** When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units by 3" as usual; casualties inflicted in the Skirmish action cause a Courage test only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks with the Evading unit reducing its Armour to 1, and if it cannot contact it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving (its Armour remains 1 during the Attack). Evade cannot be used if the unit is Battered.
- **Fleet Footed:** This unit does not halve its movement in rough terrain.

OPTIONS

- Any 'Fantastical Rules', except Spellcaster, Summoner, Exploder, and Cleric/Slayer.

RAVENOUS HORDES

Slow moving, untrained in combat, hard to motivate, and little more than a speed bump. What's not to like if you value quantity over quality? Ravenous Hordes are best suited to represent zombies, scared peasants, and anything else that you can think of that's entirely unsuited to the battlefield environment. Adding options slightly increases their usefulness.

UNIT NAME	Ravenous Hordes	POINTS	1
Attack	7+	Attack Value	6
Move	6+	Defence Value	6
Shoot	–	Shoot Value	–
Courage	5+	Maximum movement	6″
Armour	1	Strength Points	12

SPECIAL RULES

- None

OPTIONS

- Undead, Venomous, Hatred, and Fear only.

3. BATTLE RULES

IMPORTANT RULES CONVENTIONS

Dragon Rampant is written with playability in mind; the rules try to keep things as simple as possible while maintaining the feel of a fantasy battle. A few general rules are worth noting here, as they apply throughout the rules:

- All dice are ordinary six-sided dice and are numbered 1–6.
- For combat results, dice are scored individually, but for orders and courage tests, roll two dice and add the total.
- Expect high scoring dice to favour you and low scoring dice to count against you.
- Each model is supposed to represent one warrior, although if you decide on a different model ratio it won't affect game play.
- All measurements are given in inches ("), although you may wish to change this to centimetres if playing *Dragon Rampant* with 15mm or smaller models.
- Round down fractions unless otherwise noted.
- Distances between units are measured between the closest model of each unit. The distance between these two models counts when deciding if units are 'within range' in the rules.
- There is no 'unit facing'. All models can see, move, and shoot in all directions: in *Dragon Rampant*, units move in loose formations and can turn towards threats quickly.
- Use your good sense! The rules for *Dragon Rampant* will not cover every conceivable situation that arises in miniature wargaming; when something happens that is ungoverned by the rules, or if you have a situation that sits uneasily alongside the written rules, discuss the most sensible way forward with your opponent (or poke the fool in the eye and insist that you are correct). In-keeping with the rest of the rules, keep your solution simple.

When measuring, use the distance between the closest models from each unit. Elf archers by Vendel, Elf wizard by EM4, and Reaper Bones ghosts/pin-cushions. (Henry Hyde)

If you're playing with a warband mounted on communal bases, arrange each unit as shown here (for 4, 3, or 2 base units). The Single Model Unit dragon is based by itself. There are no flanks or rear for any of these units. Demonworld Elves and Reaper Bones Dragon painted by the author. (Daniel Mersey)

UNIT COHESION

Individual models move independently but at the end of their move must conform to unit cohesion. Choose one model from the unit, and at the end of the unit's movement, all models must be within 3" of that model. Some players decide to model a standard bearer or musician model to use as the cohesion model every turn, but you may instead choose a different model in different turns if you prefer.

Models in a unit should not be manoeuvred around the table in rough clumps (base-to-base contact is only important for units using the Wall of Spears special rule); if you're playing with units comprising several communal bases, move them around as blocks of bases as wide as they are deep (or as close to this as you can manage with an odd number of bases), with no more than a few millimetres between the unit's individual bases.

Keep at least 3" between units unless they are fighting; this makes it clear which unit is which and acts as a zone of control for each unit, applying equally to friends and enemies. The only time that units may be in contact with another is during the Attack sequence, and models may never move within 3" of another unit at any other time.

As no unit may move within 3" of another unit, friendly units may not move through one another.

TERRAIN

Before beginning your game, agree with your opponent how each type of terrain is going to affect the battle, using the guidelines shown here and in later sections of the rules. There are no hard and fast rules governing how much terrain you should place; scenarios may specify exact requirements but I would usually suggest aiming for at least one piece of terrain on each quarter of your tabletop.

Dragon Rampant keeps terrain as simple as possible: I've played too many games in the past where I've been too terrified to move into a wood because of the extra pages of rules I'd have to brush up on.

There are five broad categories of terrain:

- **Rough terrain:** such as marshland, wide streams or rivers, deep snow, villages, very steep hills for units moving up them, and woods. This is area terrain that slows down movement within it and is harder for most units to attack in.
- **Obstacles:** such as ditches, fences, and walls. This is usually linear terrain that temporarily holds up units as they attempt to cross it.
- **Obscuring terrain:** Hills, woods, villages and other terrain that prevents units seeing what lies beyond.
- **Cover:** such as walls, fences, villages and woods. These reduce casualties to units benefitting from this terrain category.
- **Impassable:** such as deep rivers, ravines and cliffs. Models can't move over these, and casualties are caused if a unit blunders into impassable terrain.

A unit counts as in cover or rough terrain if the majority of models in the unit are in the terrain, or are shielded from the majority of the shooting/attacking unit. A unit that is not in rough terrain itself still counts as such when Attacking a unit that is.

If the Goblins Attack, the Skeletons will count as uphill (and in cover, increasing their Armour by 1); if the Goblins Shoot, being uphill counts for nothing. Photo by Kevin Dallimore, models by Artizan Designs and Wargames Factory. (North Star Military Figures)

When Moving, the models in a unit move individually so some (outside of the terrain feature) may move at full speed while those on a terrain feature move more slowly.

Many types of terrain count fall into more than one category, for example:

- Hills are cover when defending an Attack and higher than your enemy… and obscuring terrain from the 'other' side… and very steep hills are rough terrain when moving up them.
- Woods are rough terrain… and obscuring terrain… and cover.
- Walls are obstacles… and cover.
- Buildings are obscuring terrain… and cover.

Agree with your opponent how you will define each piece of terrain before you begin each game; also agree how the effect of combined terrain types will be handled (for example, whether areas of scrubland should just count as rough terrain or also count as cover). Rules for applying these guidelines can be found in the relevant sections on movement, shooting, and attacking.

SUPERB COVER

You may agree with your opponent to count some cover as better than the norm; examples could include the solid walls of a castle or other sturdy buildings. Superb cover increases the target unit's Armour by 2 points against Shooting rather than the usual 1 point. I strongly recommend using this classification sparingly and perhaps reducing any Warband starting the game behind such cover by a few points.

LEADER RULES

Here's a quick summary of what your Leader does the same or differently to other models:

- Leaders are part of a unit and cannot leave it.
- Leaders move and fight as an ordinary model.
- Leaders will always be the last model to die in their unit.
- Leaders give +1 to your total for all Courage tests for units within 12" of the Leader model.
- Leader Traits may affect the above!
- Leader rules are only applied if the Leader is in play on the tabletop and his unit is not Battered.

Design note: Unlike Lion Rampant, there are no duels between individual Leaders in Dragon Rampant, although two single-model Leader units may fight a normal melee that looks like a duel. Similarly, there are no lucky blows in this fantasy world: your larger-than-life characters lead relatively charmed lives in comparison to their historical counterparts.

Design note: In multiplayer games, I recommend playing clockwise around the table for simplicity. However, many players like to introduce initiative cards (you take your activation phase when you card is turned), or team-based activations (all players on the same team are activated at once).

WHAT HAPPENS DURING EACH TURN

A game consists of a number of turns, played through a cycle of phases that allow all players to activate their units. Turns are fairly fluid in *Dragon Rampant*: you cannot be sure that all of your units will be guaranteed to act in any given turn, and most games last for an uncertain number of turns. This adds a degree of confusion that seems suitable for the clashes presented in the game.

A turn doesn't represent a set amount of time, but in real life, the battles fought probably last for no more than a handful of minutes: maybe a half hour at most.

Here's a brief summary of the phases that make up every turn of the game:

- **Attacker's activation phase:** Player carries out actions until an ordered activation test is failed.
- **Defender's activation phase:** As above.
- **Additional activation phases:** In multi-player games, carry out an activation phase for each additional player in the game.
- **End of the turn:** Begin the next turn of the game unless the game has ended, in which case all players total their Glory to see who wins.

Some scenarios end when one side has been wiped out or has moved off the battlefield, and others end when one of the players has achieved the goals they've been set.

ACTIVATING YOUR UNITS

In *Dragon Rampant*, as in real battles, some units will do what you want them to do, others may decide to charge off without orders from you (regardless of whether you wish them to or not), and others will remain stationary and of no use to you until you've inspired them back to bravery or poked them with a sharp stick.

When your activation phase begins in each turn, you play through a sequence that allows you to rally Battered units, make Wild Charges, and give out orders to Attack, Shoot, or Move.

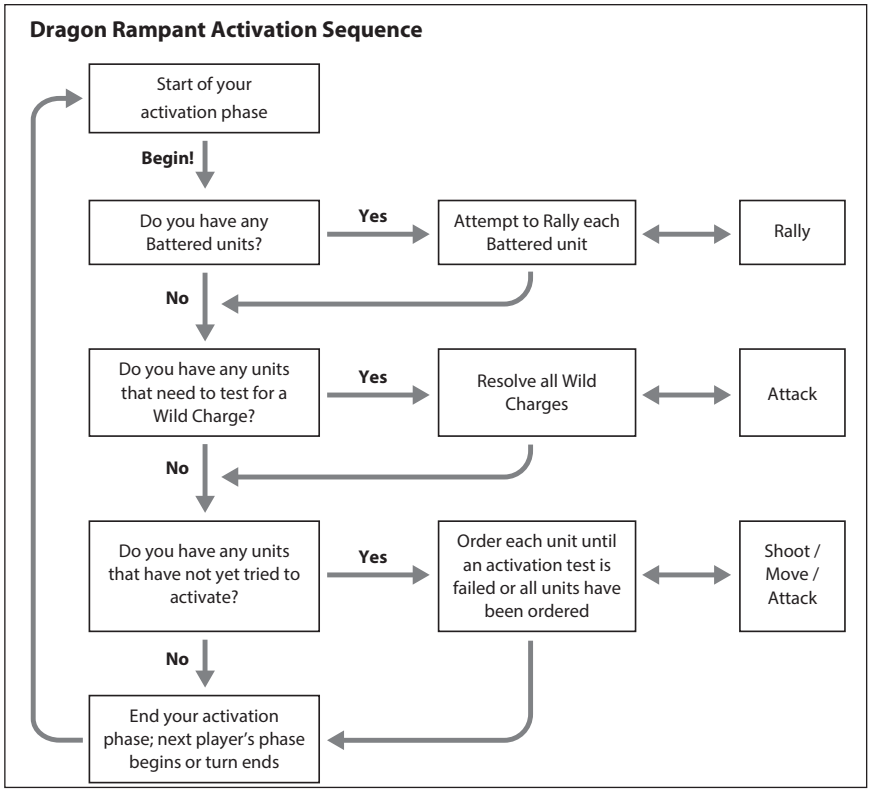
During each of these you test to see how a unit responds by rolling dice. When Rallying units, success recovers their ability to act as a fighting force; when testing for Wild Charges, success sees your units charge at their enemies; and when testing for ordered activations, success allows you to act with that unit (usually moving, shooting, or attacking). Regardless of the type of action occurring, you must immediately carry out and conclude it before choosing another unit to activate; so for example, if your unit is Attacking, resolve that combat (including the removal of casualties and any resulting courage tests) before moving on to another unit's action.

When your activation phase begins, play through it using the following three-step sequence every time:

- Rally Battered units.
- Activate Wild Charges.
- Order other activations.

A unit may be activated only once in your activation phase, so a unit that has tried to Rally may not then make a Wild Charge or receive an ordered activation in this turn. A unit that has tested for a Wild Charge may not then test for an ordered activation.

Some of your opponent's units might be able to take immediate action as a result of your own unit's activations; a unit may attempt to carry out only one of these actions for each Attack it is targeted by.


Dragon Rampant Activation Sequence
Start of your activation phase
Begin!
Do you have any Battered units?
Yes
Attempt to Rally each Battered unit
Rally
No
Do you have any units that need to test for a Wild Charge?
Yes
Resolve all Wild Charges
Attack
No
Do you have any units that have not yet tried to activate?
Yes
Order each unit until an activation test is failed or all units have been ordered
Shoot / Move / Attack
No
End your activation phase; next player's phase begins or turn ends

Design note: You won't always get to activate all of your units, every turn so work out your priorities before doing anything! If there is something you wish to achieve this activation phase, try to do that at the first opportunity, and use a unit that is well-suited to the task.

RALLY BATTERED UNITS

Units become Battered as a result of poor morale, which may be caused by casualties and a variety of other factors. The later section on Battered units goes into more detail on how this affects the unit, but I can tell you now that they're neither happy nor useful.

If you have any Battered units, you must try to rally them at this point in your activation phase. A Battered unit will rally (remove its Battered marker) if it successfully passes a Courage test:

- If the test is successful, remove the unit's Battered marker, but remember that you cannot activate it again during your activation phase. Unless the unit is Battered again before your next activation phase begins, it can be activated as normal at that time.
- If the test is unsuccessful, the unit retains its Battered marker, loses one additional Strength Point, retreats, and takes no further action during your activation phase. It will be at a disadvantage if attacked while Battered. Failed Rally tests do not end your activation phase.

If more than one of your units must test for Rallying, you may choose the order in which you test; however, all Battered units must be tested: you can't choose to miss a Rally test. Finally, a unit may only test to Rally if it is Battered!

See the section on Courage for how to make a Courage test and how to retreat; all of the modifiers and rules shown in the Courage section also apply to Rally tests.

TEST FOR WILD CHARGES

Some units have Wild Charge listed as a special rule. If any of your units with this rule have not taken a Rally test and begin this part of your activation phase within

contactable distance of a visible enemy unit, you must test to activate a charge; this is the only action the unit can be given to this unit during your activation phase if it did not Rally. Wild Charges are tested for even if the target unit is in rough terrain or behind cover, so long as contact may be made.

All Wild Charges must be tested before moving on to any other orders, and each unit's charge should be resolved before moving on to test for other Wild Charges:

- If successful, the unit immediately carries out an Attack activation against an enemy unit of your choice within range.
- If unsuccessful, the unit remains stationary and takes no further action. A failed Wild Charge does not end a player's activation phase.

If more than one of your units must test for a Wild Charge, you may choose the order in which you test: remember that the outcome of one Wild Charge may change which other units must make the test.

ORDERED ACTIVATIONS

Any of your units that have not yet tested for a Wild Charge or Rallying may be ordered into action in this part of your activation phase. You may choose whether these units move, shoot, attack, or carry out any other activation they're entitled to. You may also choose the order in which you activate your units into action.

A failed ordered activation test will end your activation phase immediately.

When you choose a unit to activate, you need to point out a unit and state out loud which of these actions the unit is being ordered to carry out:

- Move
- Shoot
- Attack

Some units may also:

- Skirmish
- Take a fantastical action (such as Spellcasting or Flying)
- Make a reaction to your action (such as Counter-charge or Evade)

These additional rules are shown under the relevant troop types' entries in the section 'Building Your Warband' or 'Fantastical Rules'.

When you've announced the action your unit intends to make, carry out an activation test by rolling two dice (see the following section):

- If your test is successful, carry out this action in its entirety before selecting another unit to activate.
- If your test is unsuccessful, your activation phase ends.

Different types of units have different values for each action; some units are better at certain actions than others.

If you do not wish to order a unit to take any action, carry out any other ordered activations first and then declare that you're ending your activation phase without ordering any more units.

You may wish to place a small marker or gaming gem next to units once they have tested for activation, so that you don't forget which has acted and which has not.

Design note: As not every unit will necessarily move every activation phase, some players will why. It could be that the unit is scared, has received a confusing order, is busy reloading or helping injured warriors, is catching its breath or eating its prey, or cannot see the same dangers as you see with your god-like view over the battlefield. Behind every failed dice roll is a story waiting to be told.

THE ACTIVATION TEST

When you test for Wild Charges or ordered activation, roll two dice and add the total:

- If the total is equal to or higher than the score needed, the unit succeeds and carries out that action. When this is completed, you may choose another unit to activate.
- If the total is lower than the score needed, the unit fails. It remains stationary, taking no action at all, and if this was an ordered activation your activation phase ends.

ENDING YOUR ACTIVATION PHASE

Your activation phase will end in one of three ways:

- If your test to carry out an ordered activation fails.
- If you have tested to activate each of your units once.
- You have tested all Battered units and Wild Charges, and have decided not to activate any or all of your other units.

Remember that a failed test for Battered units or units subject to Wild Charge does not end your activation phase; also remember that each of your units may only be tested for activation once during your phase.

When your activation phase ends, the next player begins his activation phase or the turn ends if everyone has now taken their go.

MOVING

A unit may be ordered to Move during your activation phase. A Move may not be used to contact with an enemy (only Attack activations allow that) or to move within 3" of an enemy unit. Models may not move within 3" of an enemy if not Attacking it.

Design note: I recommend not getting too caught up in exact measurements: move a few of your models by measuring the correct distance and move the rest of the unit using these models as approximate distance markers. If you wish to play more precisely, let you opponent know before the game begins… and be prepared for a slower game. If you're using movement trays or bases with multiple models on them, be prepared to be generously flexible with measurements, determining cover, and so on.

MOVING YOUR UNIT

Movement is kept simple and as free as possible: you may move each model up to the maximum shown on its profile with no restrictions other than terrain and unit proximity. Each model moves individually in any way it wishes, but by the end of the movement, each model must abide by the unit cohesion rule (3" of a central model). Models may move sideways, backwards, or at any angle during the move.

Maximum movement distances in open terrain are:

- Light Riders and Lesser Warbeasts: 12"
- All other Mounted: 10"
- Bellicose Foot, Light Foot, and Scouts: 8"
- All other Foot: 6"

If unit cohesion is broken for any reason, the unit must correct this next time it Moves, Retreats, or Attacks.

HOW TERRAIN AFFECTS MOVEMENT

Rough terrain halves all movement inside it (if moving into rough terrain with 4" of move left, the unit may only move 2" into the terrain), unless the unit is Fleet Footed. Work out how much of your unit's movement has not been used at the point it reaches the rough terrain, and halve what is left when moving into the terrain.

Movement in rough terrain is applied to individual models rather than whole units: some models in a unit may suffer reduced movement because they are in rough terrain, while others move their full distance because they are not in rough terrain. Remember to

maintain unit cohesion at the end of a unit's movement.

Obstacles are moved up to, halted at, and then moved over with no delay during your unit's next movement.

Impassable terrain cannot, of course, be crossed.

SHOOTING

A unit may be ordered to Shoot only if armed with missile weapons. There must be a target unit within sight and range for a unit to be given this order. As long as one model from each unit is within range and line of sight, Shooting takes place and casualties may occur to any models in the target unit.

The sequence for Shooting is:

- Choose a target unit
- Shoot! Shooting unit rolls to hit
- Target unit reduces Strength Points
- Target unit tests Courage if needed

Borderlands Forest Troll Shaman and Goblin Moss-troopers. Photo by Kevin Dallimore, models by Artizan Designs. (North Star Military Figures)

The target unit never shoots back, even if missile armed: it's too busy finding cover and shielding itself.

MISSILE RANGES

Different missiles are effective up to different distances. Maximum missile ranges in *Dragon Rampant* are:

- Foot Missiles: 18"
- Scouts, Mounted Missiles, Weighty Projectiles: 12"
- Short Range Missiles: 6"

So long as one model from your Shooting unit is within maximum range of one model of the target unit, your unit may Shoot.

An important rule to remember is that up to 12" range all models in your unit roll to hit using their Shoot Value; beyond this distance, they subtract 1 from each dice rolled.

CHOOSING A TARGET

The following rules guide you through choosing a target for your Shooting unit:

- Line of sight is all around: there are no firing arcs and it does not matter which direction a model is facing.
- Although you may choose your own target, an enemy unit able to contact the Shooting unit during its next activation must be chosen as a target in preference to a unit unable to contact the Shooting unit during its next activation phase.
- If more than one target is available, you may choose which unit to target.
- Units cannot split shooting between target units: all shots are directed at one unit.
- Units in cover may be targeted, but units may not shoot at targets completely hidden behind trees/buildings or other obscuring terrain. Models in your Shooting unit do not block line of sight, but other units can.
- Targets further than 12" away are harder to hit.

Design note: Shooting ranges may look quite limited, but remember that this is just the shortest distance between the two units.

A depleted unit of Halfling Light Missiles: despite their brace of casualties, they still fight with a full compliment of dice (until reduced to 6 or fewer Strength Points). Grenadier models painted by Arjun Choong. (Arjun Choong)

RESOLVING SHOOTING

Once you've chosen your target, add up the number of dice your Shooting unit will target them with:

- 12 dice if your unit is above half its starting Strength Points (7 or 4 Strength Points depending on the troop type).
- 6 dice if your unit is at half its starting Strength Points or below (fewer than shown above).

Roll that number of dice and apply the following modifier to the scores if applicable:

- –1 to each dice score if 12" or further from target.

Any result equalling or bettering your unit's Shoot Value is a hit. If the target is in cover, the terrain improves their Armour rather than reducing the Shooting unit's ability to hit.

REDUCING STRENGTH POINTS

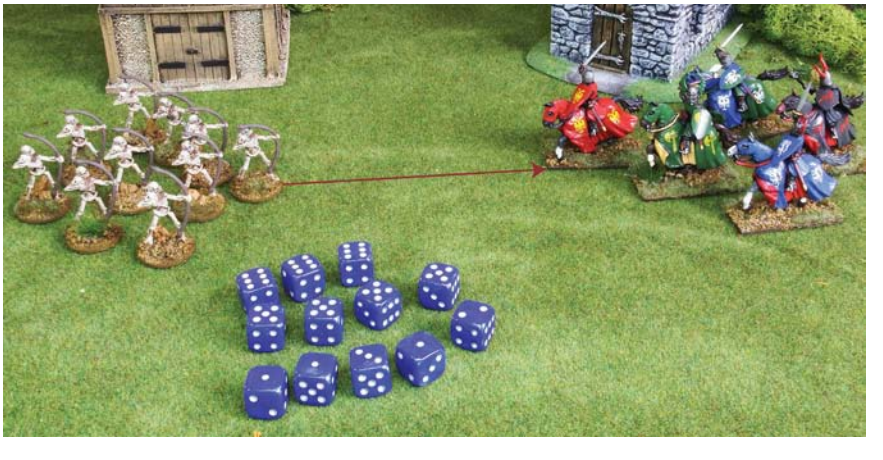
Once the shooting unit has rolled its dice, compare the final number of hits against the Armour of the target unit. For every number of hits equalling the target's Armour, remove one Strength Point from the target unit:

- Units with Armour 1 remove one Strength Point for every hit inflicted.
- Units with Armour 2 remove one Strength Point for every two hits inflicted.
- Units with Armour 3 remove one Strength Point for every three hits inflicted.
- Units with Armour 4 remove one Strength Point for every four hits inflicted.
- Any leftover hits are ignored.
- Cover increases Armour by 1.

For example, 5 hits inflicted on a unit with Armour 3 will cause only one lost Strength Point; the remaining two hits bounce off shields and armour with no effect.

If you're removing models from play, start with models within the Shooting unit's missile range. If all models that were within missile range have been removed and there are still outstanding casualties to remove, take them from other models within the unit. When removing models, remember to maintain unit cohesion.

A unit that has lost any Strength Points must immediately make a Courage test (see the section on Courage for how to do this).



Skellie Light Missiles hit on 5+ so score 7 hits. The Elite Riders' Armour of 4 means that they lose only 1 Strength Point (if their Armour was 3, they'd lose 2 points). Range is measured between the closest models from each unit. Reaper Bones Skeletons painted by the author confronting Fireforge Knights painted by Matt Slade. (Henry Hyde)

ENDING SHOOTING

Once you have determined and removed losses from the target unit, that unit will need to take a Courage test if it lost any Strength Points. When the Courage test has been resolved, your Shooting unit's activation ends and you may move on to activate another unit from your Warband.

HOW TERRAIN AFFECTS SHOOTING

Cover increases Armour by 1 (so a unit with Armour 2 becomes Armour 3 when in cover); obscuring terrain blocks line of sight – but units can see through woods and smoke up to 3", although the target unit still counts as in cover.

A target unit counts as in cover if the majority of models in the unit benefit from the terrain against the majority of the Shooting unit. Area terrain should be pretty simple to judge; obstacles as cover are a little tougher – as a general rule for Shooting, models benefit from obstacles if within 3" of it (and on the other side to the shooting unit, obviously!). If there is any doubt, allow the unit to count as in cover – real soldiers find it easier to find a hole than model soldiers do.

A unit entirely hidden from the Shooting unit by obscuring terrain cannot be targeted as there is no line of sight; if some models are within line of sight, the target unit counts as being in cover but can be shot at.

ATTACKING

A unit may only be ordered to Attack if there is an enemy unit within movement distance of it, using this order to contact an enemy unit. When models in the unit have been moved into contact, they will immediately fight; that's what Attacks are all about!

Attack move distances are the same as Move distances: the only difference is that Attacks end in contact with the enemy (and many units have different activation scores for Moving and Attacking). Some units must attempt to Attack enemies within range because they are subject to Wild Charges.

The sequence for an Attack is:

- Choose a target unit
- The target unit may take an action if allowed (evade or counter-charge)
- Move Attacking unit into contact.
- Fight! The Attacking unit uses its Attack Value, and the unit being attacked uses its Defence Value.
- Both sides reduces Strength Points.
- Units test Courage if required.
- If both units are still in contact, one unit will retreat.

If you're playing with warbands mounted on communal bases, don't worry about the angle they contact each other at: so long as at least part of a base from each unit is in combat, everyone fights. Both units here roll up their sleeves and get stuck in. Northlanders by Copplestone Castings, Wood Elves by Demonworld, all painted by the author. (Daniel Mersey)

MOVING INTO CONTACT

Models in a unit may see all around: there are no charge arcs or facings in *Dragon Rampant*. Line of sight may prevent a unit from Attacking, as it may only Attack a unit that at least one of its models can see at the start of its activation. Models in your own unit do not block line of sight, but other units may do so.

If more than one enemy unit is within sight and range, the Attacking player may decide which to target (remembering that a unit may not move within 3" of another unit unless charging it). Only one unit may be contacted in an Attack move. If the target unit is directly behind an obstacle, the Attacking

All models in both units fight, whether they're in base-to-base contact or not. The Dwarf Elite Foot Attack on 3+, so score 8 hits; the Skeleton Light Foot Defend on 4+, so score 3 hits (rolling 6 dice as they're under half strength). With their Armour of 2, the Light Foot take 4 casualties; unfortunately they don't score enough hits to damage the Dwarves at all. Oh dear! Grenadier Dwarves and Reaper Bones Skeletons from the author's collection. (Henry Hyde)

unit contacts it by moving up to the obstacle and halting against it.

Use these guidelines when moving an Attacking unit into contact with its target unit:

- Move each model in the Attacking unit up to its maximum Move distance, moving the Attacking unit into contact by the most direct path.
- Move as many models as possible into contact with a model in the target unit.
- Regardless of which models are in contact with an enemy, all models in both units will fight.

ENEMY COUNTER-CHARGES AND EVADES

Some units may make a counter-charge or evade move when Attacked. When you declare the target of your attack, your opponent may tell you that his unit intends to try one of these special moves.

The target unit tests for activation and, if successful, carries out the reaction according to the rules shown under troop types. The Attacking unit then moves as ordered. If the target unit fails its activation, it does not move and the Attack continues.

Units may only attempt to counter-charge or evade if this skill is allowed to that troop type (listed under the unit's 'Special rules').

RESOLVING ATTACKS

Once you've moved your Attacking unit into contact with the target unit, add up the number of dice both units will fight with:

- 12 dice if your unit is above half its starting Strength Points (7 or 4 Strength Points depending on the troop type).
- 6 dice if your unit is at half its starting Strength Points or below (fewer than shown above).

Roll that number of dice and apply the following rules if applicable:

- Units in rough terrain fight with Attack and Defence of 5+ and Armour of 2 unless they have the Ranger special rule.
- Battered units only hit on 6.

Any result equalling or bettering your unit's Attack Value (if Attacking) or Defence Value (if Defending) is a hit.

REDUCING STRENGTH POINTS

Once both units have rolled their dice, compare the final number of hits against the Armour for both units. For every number of hits equalling the target's Armour, remove one Strength Point from the target unit:

- Units with Armour 1 remove one Strength Point for every hit inflicted.
- Units with Armour 2 remove one Strength Point for every two hits inflicted.
- Units with Armour 3 remove one Strength Point for every three hits inflicted.
- Units with Armour 4 remove one Strength Point for every four hits inflicted.
- Any leftover hits are ignored.
- Cover increases Armour by 1.

For example, 3 hits inflicted on a unit with Armour 2 will cause only one lost Strength Point; the remaining hit is deflected by armour and parried by swords with no effect.

If you're removing models from play, start with models in contact with the enemy. If all models that were in contact have been removed and there are still outstanding casualties to remove, take them from other models within the unit. When removing models, remember to maintain unit cohesion.

A unit taking casualties must make a Courage test as noted in the section 'Ending Attacks', regardless of whether it is the Attacking or target unit. See the section on Courage for how to carry out this test.

ENDING ATTACKS

Once you have determined and removed casualties from both units, either unit must take a Courage test if it suffered any casualties.

If both units are still in contact after any Courage tests have been taken (or if no tests were required):

- The unit that lost the most Strength Points during this Attack must retreat (see the later section on 'Retreats' for distances). If at the end of this retreat some models still remain within 3" of the enemy that the unit was fighting, continue to move those models until they are 3" away. The retreat must be directly away from the unit it fought.
- If both units suffered equal (or no) lost Strength Points, the Attacking unit retreats as described above.
- No units will remain in contact or within 3" of any other by the end of an Attack.
- If a unit cannot fall back the required distance due to terrain or other units blocking its path, it tests for casualties as shown in the later section on 'Retreats'.

When Courage tests and any additional movement have been concluded, your Attacking unit's activation ends and you may move on to activate another unit from your Warband.

HOW TERRAIN AFFECTS ATTACKING

Rough terrain changes most units' Attack and Defence Values to 5+ and their Armour becomes 2 regardless of their usual profile. And if one unit counts as in rough terrain, both units involved in the combat do: it's never a case that only one of the units fighting is affected by the terrain. Units with the Ranger special rule are not affected by rough terrain, and Scouts and Ravenous Hordes actually fight better in rough terrain than in the open.

Cover increases the Defending unit's Armour by 1 (so a unit with Armour 3 becomes Armour 4 when in cover); cover in rough terrain makes most units' Armour 3.

Hills count as cover if defending an Attack and uphill of the Attacking unit, but have no effect on Shooting (other than blocking line of sight).

The woodland guardians on the left fight as though they are in rough terrain because the unit they're Attacking is. Stagman and boarman painted by Darrell Hindley, Dire Boar painted by Spencer Williams, Marsh Troll painted by Paul Baldwin, other models painted by the author. (Daniel Mersey)

Design note: Rough terrain is a great leveller of fighting ability in Dragon Rampant as it prevents the momentum of charges, provides hiding places for light troops, stops the better troops from strutting their stuff, and helps weaker troops to battle against their better quality enemies (also known as 'The Willow Paradox').

Obscuring terrain blocks line of sight for Attacks – but units can see through woods and smoke up to 3".

A unit counts as in cover or rough terrain if the majority of models in the unit benefit from the terrain against the majority of the Attacking unit. Area terrain should be pretty simple to judge; obstacles count as cover to a unit being attacked only if the unit counts as 'in cover' (majority rule as above). If there is any doubt, allow a unit to count as in cover – real soldiers find it easier to find a hole than model soldiers do.

TESTING COURAGE

WHEN TO TEST COURAGE

Courage tests must be taken by any unit immediately during play if your:

- Unit has lost Strength Points from Attacking or Shooting
- Unit is attempting to rally to remove a Battered marker
- Unit becomes your only unit remaining on the table
- Leader is killed or flees the table
- Warband has had half or more army points of units removed from play (12 or more points in a 24 army point game)

The first three situations affect only the individual unit but the final two affect all units remaining in your Warband.

Make a test immediately and only when it is triggered; for example, don't continue to test each and every turn after your Leader has been killed, only at the point he is killed. As indicated above, some tests affect only one unit but others affect your entire Warband.

If two or more factors from the list occur at once, only take one Courage test per unit rather than a test for each applicable factor. And the loss of Strength Points from a Courage test does not trigger a further Courage test for that unit!

HOW TO TEST COURAGE

When a Courage test is needed for any unit, take the following actions:

- Roll two dice and add the total.
- From this total subtract 1 for each Strength Point the unit has lost in the game so far (so if you've lost 4 Strength Points, subtract four from your total).
- Subtract an extra 1 from this total if your Warband has had half or more points of units removed from play (12 or more points in a 24 army point game).
- Add 1 to your total if your Leader's model is within 12" of the unit taking the test.
- Compare your final score to the unit's Courage score.
- If you have equalled or bettered the Courage score, there's no effect unless you're attempting to remove a Battered marker as a Rally activation, in which case you must now remove it. If your score is lower than your Courage score, you have failed the test.

FAILING A COURAGE TEST

If your unit fails a Courage test, the outcome depends on how badly they failed. The unit might just retreat from immediate danger and spend some time licking its collective wounds, or it might decide that enough is enough and rout from the battlefield. Resolve the outcome shown below immediately:

- If you've failed a Courage test but your final score is greater than 0, your unit must retreat (see the next section). Your unit also becomes Battered after retreating.

- If you've failed a Courage test and your final score is 0 or a negative number, your unit loses heart completely and flees the table in rout. Remove it immediately.
- A Battered unit which receives another Battered result loses an additional Strength Point in addition to retreating.

RETREATING

When a unit retreats, it must move directly away from the unit that caused the retreat and must not go within 3" of any other unit at any time during the retreat:

- A retreating unit moves half of its normal movement distance, affected as usual by terrain.

If at the end of this move some of your models remain within 3" of the enemy unit that caused this retreat, continue to move those models until they are 3" away. You are not penalized for individual models having too short a movement distance to complete the retreat: in this instance they're happy to run a bit faster.

Being unable to move the full distance required due to impassable terrain or other units blocking the path is more dangerous, as shown below. Remember that you may not move within 3" of any unit, and that even friends can block the path of your retreat in this way.

A retreat must always try to move the full distance required, although a couple of unusual situations may arise:

- **Units unable to retreat the full distance required:** If a unit cannot retreat its full move (for example, if unable to pass by units without moving within 3" of them or being trapped against impassable terrain) it moves as far as possible and then rolls one dice, comparing the result to its Courage. If the dice roll is lower than the unit's Courage, it must lose additional Strength Points equal to the dice result. This is the only situation where a unit may remain within 3" of another unit.
- **Units retreating off the table:** If any model from a unit moves off the table as the result of a retreat, remove the entire unit and count it as routed. It may not re-enter the battlefield during the game.

Terrain affects the distance moved during a retreat in the same way as for any other movement.

Design note: Describing the way retreats should be handled is tricky, as so many circumstances may affect it; the general concept is that a retreating unit must attempt to stay as far from danger as possible, and should not end in a more advantageous position than it was in at the start of the retreat.

The defeated High Elves must retreat along the most sensible, safest route away from their prickly War Hedgehog enemies (whom they were fighting), and the other enemy units; they must try not to move closer to any enemy unit. EM4 Elves, Minotaur, Troll, and Ogre, Standard Games Hedgehogs, Reaper Wolves and Dire Boar (painted by Spencer Williams) from the author's collection. (Henry Hyde)

BATTERED UNITS

When a unit becomes Battered, place a marker or casualty model with it to remind all players that the unit is Battered. A Battered unit:

- Must test to remove its Battered marker (Rally) at the beginning of the owning player's next activation phase.
- May not be activated other than to Rally.
- Only hits enemies on a 6 if it is Attacked whilst Battered.
- May only move as the result of a failed Courage test.

The only way a Battered unit may remove its marker is by Rallying; success in any other Courage test does not remove the marker.

Receiving another Battered result from a Courage test when already Battered means that the unit must lose another Strength Point and retreat. A Battered unit may not Wild Charge, counter-charge or evade an attacking enemy and nor may it Shoot. If your Leader's unit is Battered, you may not use any Leader special rules.

ENDING THE GAME

In *Dragon Rampant*, battles are rarely fought for a set number of turns, as game play is so fluid. Because of this, scenarios should have defined end points to prevent games grinding on with the last two units dragging themselves across the tabletop when the players would prefer to go home.

Victory in a game of *Dragon Rampant* is decided by the amount of Glory (victory points) a Warband amasses at the end of the game. See the section on Scenarios for more on Glory.

If you are playing without a scenario, keep playing until a turn begins with 4 or fewer units remaining in the game. When this happens, roll a dice at start of every turn… if the score is higher than number of units left on table, this is the final turn so it's time to grab that Glory!

"Stop running away!" A Battered unit, indicated by the red gaming gem. Unhappy 1970s Minifigs Forest Orcs painted by the author. (Henry Hyde)

4. FANTASTICAL RULES

This section lists the rules that add the 'fantasy' to *Dragon Rampant*. I have deliberately broken out the core battles rules from the fantasy rules, as some players will prefer a low fantasy setting without the magical bits, or may already know the *Lion Rampant* system so can use this section as a faster reference during gameplay. These fantastical rules supplant any Battle Rules they clash with: faerie beats reality every time. And there's no need to limit yourself to the rules listed here: explore the expansive world of fantasy adventure by developing your own ideas too.

CLERIC

Cost: 4 points / 0 points.

'Cleric' is a catch-all term for all warriors of faith: whether a benevolent or malevolent god or goddess matters not in *Dragon Rampant*. A unit with the Cleric option added becomes more powerful when playing against Undead units (more about those later):

- A Cleric unit counts as using Enchanted melee weapons against Undead units, without needing to roll for effectiveness (see the entry for Magical Arms & Armour).
- A Cleric may choose to ignore Fear caused by the Undead.
- The 4 point cost only applies when playing against a Warband with one or more Undead units present. If no Undead units are in play, there is no additional points cost.
- A Warband including Undead units may not field a Cleric. They just don't mix well.

SLAYER

Slayer is an alternative option to the standard Cleric rules: the rules and cost do not change, but the targeted unit does so. For example, instead of fielding a Cleric who is more powerful against the Undead, you may opt to field a Troll Slayer (same effect but against Trolls of course), Beast Slayer (against warbeasts), Man Slayer (humans), and so on. Fear may only be ignored against the relevant type of unit.

This fine conversion of a Reaper Gryphon and Perry Miniatures knight can be fielded as a Flying Elite Rider. Converted and painted by Arjun Choong. (Arjun Choong)

EXPLODER

Cost: 2 points.

When you've gotta go pop, you've gotta go pop. A few chosen units are destined for a short lifespan on account of their ability to dramatically explode on the battlefield, laying low all before them. Some such units do so willingly (fanatical Ratkin or Goblins voluntarily wearing explosives), others do so unknowingly (poor piggies with gunpowder kegs on their backs), and some unlucky souls are just in the wrong place at the wrong time (henchmen forced to swallow magical bubble potions on account of their job description). Regardless of their situation, Exploders always work in the same way:

- An Exploder may be any unit type other than Scouts or Ravenous Hordes.
- The unit acts as normal until the owning player decides to trigger an explosion (tip: do it close to several enemy units and none of your own!).
- As an ordered activation successful on 5+, an Exploder unit will explode. A failed activation test means an implosion occurs, and the unit is removed from play without damaging any other units, and counts as casualties.
- The explosion affects all units – friend and foe alike – within a 6" radius of the exploding unit. This works exactly as a Shoot action hitting on 3+ (the number of dice rolled depending on the Exploder's Strength Points, as for all Shooting), but affects all units within the blast zone.
- Before the game begins, you may agree to rule that any cover within the blast zone is also destroyed; decide this before the scenario begins.
- Once exploded, the Exploder unit is removed from the table and counts as destroyed.

FEAR

Cost: 2 points.

Not everyone takes being attacked by a bad-tempered giant weaselman or a dreadful cockatrice in their stride. Some units create Fear in their enemies, which will affect all opposing troop types in the same way:

- Courage Tests caused as a result of Attacking (but not Shooting) by a Fear unit suffer an additional –1 to the total.
- Should two units that cause Fear encounter one another, the effect of this rule is cancelled between those units. Undead units are not affected by Fear.

FEARFUL

Cost: –2 points.

Fearful is an option allowed you to field units that are petrified of everything, their own shadow included. Every Courage and Rally test suffers –1 to the total; if attacked by a unit causing Fear, Courage tests are taken at –2.

Evil winged things: whatever else they are, they're definitely Flyers. 28mm models by Mantic Games. (Mantic Games)

FLYING & BURROWING

Cost: 2 points.

If the models in a unit have wings, you probably want to field them as a Flying unit! In game terms, they are more accurately 'hoppers', as they count as grounded between movements (this really represents their vulnerability as they fly over the battlefield at low level). The following rules apply for Flying units:

- A Flying unit may move over friends and enemies during its movement, but at the end of its move must adhere to the 3" proximity rule just like any other unit. This is still a great advantage, as units may not usually interpenetrate in *Dragon Rampant*.
- Flying units ignore all terrain for movement and Attacks (as will their opponent for Attacks), and they never benefit from cover. Units targeted by a Flying unit will only benefit from cover if it is buildings, woods, or some other overhead cover.

- Flying units with the Wild Charge rule will move over friendly units that would usually block the charge, to contact an enemy unit.
- Flying units are affected as normal in Attacks. They may be attacked in the same way as any other unit; it's assumed that they're flying low enough to take part in the battle that other units can hit them.
- When retreating, a Flying unit must move its Maximum movement, and may move over any other unit; this may result in it retreating off the table more often that you would wish!
- **Burrowing:** the same rules may be used to represent tunnelling/boring (but not dullard) creatures.

Design note: Be careful about choosing Hatred for your missile-armed units and Spellcasters… it may well prevent them from doing what they're good at!

HATRED

Cost: 1 point.

Just like punks and hippies, or United and City, some tribes just don't get along. If there's a long-standing enmity between some units in your Warband and their foes, you can add the Hatred rule. Before deployment, choose one race within your opponent's Warband and declare that your unit has Hatred for it (you can change the target between games). When doing so:

- A unit's Hatred must be directed at one particular race in your opponent's Warband rather than a troop type (for example, goblins might have Hatred of dwarves, but not of Heavy Foot in general).
- All of your units subject to Hatred must direct this towards the same race (in the example above, all of your goblins with this rule have Hatred of dwarves, you can't have some hating dwarves and some hating gnomes).
- Units with Hatred gain the Wild Charge against enemy units they have Hatred of.
- Units with Hatred that already have the Wild Charge special rule automatically pass their Wild Charge tests against enemy units they have Hatred of, meaning that your unit must always Attack.

INVISIBILITY

Cost: 3 points.

In addition to actual invisibility – which unfortunately for the user temporarily disappears during Attacks – this option may be used to represent races that are expert at concealment and hiding. The following rules apply:

- Invisible units may not be targeted by ranged attacks except for spells, and do not block line of sight.
- Invisible units become visible during Attacks and may be targeted by enemy Attacks – they can't have everything their own way for just 3 points!
- Invisible units may achieve objectives and use the unit proximity rule in the same way as other units; they cannot be passed through by other units, as everyone senses their presence even if they can't see them clearly.

MAGICAL ARMS & ARMOUR

The frequency with which magical swords and armour are bandied about in fantasy literature suggests that they are really quite commonplace! *Dragon Rampant* groups such items into three broad categories, but ensures that the magical power remains unpredictable (even a runesword can be temperamental – there's only so much faerie dust a Dwarven smith can sprinkle into a thin metal blade).

ENCHANTED WEAPONS

Cost: 1 point.

An Enchanted weapon uses the following rules:

- You must specify if the unit is equipped with missile or melee Enchanted weapons.
- At the start of each game, before deployment, roll one die to see if your weapons will give you a magical edge against your current opponents: on a roll of a 6, the weapon's enchantment becomes effective versus all enemy units.
- An effective enchanted weapon rerolls all misses (once) in all Attacks (melee) or Shooting (missile).
- If more than one unit has enchanted weapons, roll separately for each.

Design note: If you're after a more reliable magical melee weapon, consider a little extra holy help and use the Slayer option of the Cleric rule or the Venomous upgrade.

BLESSED WEAPONS

Cost: 2 points.

A Blessed weapon works in exactly the same way as an Enchanted weapon, but is effective against your opponents on a roll of 5–6. Players of a certain outlook on life may prefer to call these Cursed weapons.

MYSTICAL ARMOUR

Cost: 2 points.

If a unit is equipped with mystical armour, for every Strength Point lost, roll one die. On a roll of a 6, that point will be ignored.

SPELLCASTER

Cost: 4 points.

Spellcaster is an expensive but fun option that can be added to certain units to give them the ability to use magic on themselves or other units. It may be used with Single or Reduced Model Units or full strength units – admittedly, most wizards and warlocks look best as a Single Model Unit or accompanied by a few familiars, and witches are expected to operate in trios of models. Here are a few ideas on the best way to represent certain types of Spellcaster, but as with all aspects of the rules, use your imagination to achieve the best results:

- **Elite Foot + Spellcaster:** A Warlock or eminent Wizard of the Grandest Order.
- **Heavy Foot + Spellcaster:** A skilled, adept magician using additional minor magical powers to render strength and protection in combat.
- **Light Foot + Spellcaster:** An accomplished – but not renowned – magican, achieving the same results as above but on a lesser scale; more positively, magical ability or youth allows a faster rate of movement.
- **Scouts:** Using the Scout unit type and not adding the Spellcaster option allows you to represent one or a small group of minor magic users, using their ability to Shoot to represent magical attacks that are equivalent to Scouts' non-magic missiles. The same could be applied to other Missile units. This would not count as a Spellcaster or a magical attack in game terms.

A Spellcasters' profile Attack, Defence, and Armour values usually represent close-range magic rather than any real ability with a sword or shield. If a unit with Missiles has the Spellcaster option added, the unit may choose to use non-magical missiles or a Power Bolt for ranged attacks.

This powerful wizard wants to throw the 'Power Bolt!' spell at the seven Dwarves; his activation test score of 8 is a success so he may now make a Shooting attack with 12 dice. Duck, Dwarves, duck! Reaper Bones wizard painted by Paul Baldwin and Grenadier Dwarves from the author's collection. (Henry Hyde)

CASTING A SPELL

Spells are cast as Ordered Activations (just like an Attack, Move, or Shoot action), using the following rules:

- A Spellcaster unit gains access to all of the powers shown in the spell table; follow the rules outlined in the table for the effect and duration of each available spell.
- A Spellcaster may use any one of the spells listed below as an ordered activation. If the Spellcaster is Battered or removed from play, the magic's effect ends immediately.
- A Spellcaster that is at half strength or below (6 or 3 Strength Points) has a –1 modifier to its activation test for Spellcasting.
- A unit targeted by a spell must be within range and line of sight of the Spellcaster; any such unit of the Spellcaster's choice may be chosen.
- A unit currently affected by a spell (usually a spell that lasts until the player's next activation phase) cannot be targeted by another spell other than 'Sod-off Spell!'.
- A Spellcaster may never have more than one spell in play at any one time. If a Spellcaster wishes to cast a new spell while an earlier one is still within its duration, the original spell is cancelled with immediate effect before the test for the new spell's success is taken.
- When activating a Spellcaster, be sure to shout aloud the name of the spell in your best wizardly voice.

Design note: You may wish to use gaming markers (or models of familiars) to place beside units affected by a spell that lasts until the player's activation phase, as a reminder of the spell's effect and duration.

The Spell Table

Spell name	Difficulty	Target	Duration	Effect
Almighty Prod!	6+	Friendly unit within 18"	Until the start of the player's next activation phase (unless used before that).	If the target unit fails its next Ordered Activation roll it may immediately re-roll the test (once). The spell's effect ends immediately whether successful or not.
Banish Fear!	6+	Friendly unit within 18"	Until the start of the player's next activation phase.	The target unit may re-roll all failed Courage tests (once per test).
Heal Thee!	7+	Friendly unit within 18"	1 immediate action	Restore 1 Strength Point to a friendly unit within range (except itself – the magic isn't that powerful!). Strength may not rise above unit's original value.
Befuddle Thee!	7+	Enemy unit within 18"	Until the unit Rallies	Automatically Batters an Unbattered unit within range. May not be used on an already Battered unit.
Bog Thee!	7+	Enemy unit within 18"	Until the end of the target's next activation phase.	A quagmire springs up around the target unit; any movement or combat it is involved in counts as in rough terrain. Movement of other units is not affected. There is no effect if the target unit is in or moves into 'real' rough terrain.
Dragon's Breath!	7+	Self or any unit within 18"	Until the end of the target's next activation phase.	A magical wall of mist or fog is thrown up around the target unit; it may not Shoot or be Shot at, but may still be targeted by spells and moves as normal (the Dragon's Breath moves with it).
Power Bolt!	7+	Enemy unit within 18"	1 immediate Shoot action	A magical attack of flame, electric, poison, or whatever else suits your Spellcaster. This works exactly as a Shoot action, with a Shoot Value of 4+ (suffering –1 to dice rolls for targets over 12" away).
Sharper Blades!	7+	Self or friendly unit within 18"	Until the start of the player's next activation phase.	The target unit may re-roll all failed Attack or Defence dice (once per Attack).
Stronger Shields!	7+	Self or friendly unit within 18"	Until the start of the player's next activation phase.	The target unit's Armour increases by 1.
Sod-off Spell!	8+	One unit currently bespelled within 18"	Immediate cancellation	This spell cancels out the effect of any spells currently affecting one unit with a duration of 'Until the start of the player's next activation phase' or 'Until the unit Rallies'. If successful, the effect of all applicable spells on the targeted units are ended immediately. The spellcaster cannot target itself.

Design note: I recommend focussing spells on modifying the current mechanics of the rules, rather than introducing entirely new concepts. This helps to ensure that magic remains just another option alongside Tough Guys With Axes and Very Big Monsters, rather than a battle-dominating troop type.

MAKING YOUR OWN SPELLS

Feel free to create your own spells, but always check with your opponent before using them in a game. If your new spell seems over-powered, experiment with increasing the cost of the Spellcaster option or increasing the spell's Difficulty.

WIZARDLINGS

Cost: 2 points.

A Wizardling is a lesser Spellcaster, cheaper to purchase but with less magical ability: the fantasy equivalent of supermarket own-brand lager. A Wizardling is purchased in the same way as a Spellcaster, but costs fewer points. In return, the Wizardling chooses three spells from the Spell Table, and may not use any other spells. The spells must be chosen before the scenario is announced.

SUMMONER

Cost: 3 points.

A Summoner raises allies from the ground or from thin air. This allows you to keep a number of your units off-table and bring them into play mid-battle. The rules for summoning are as follows:

- As an ordered activation on 6+, a Summoner unit may try to raise 1 unit per turn.
- A Summoner that is at half strength or below (6 or 3 Strength Points) has a –1 modifier to its activation test for Summoning.
- If you deploy a Summoner in a scenario where some of your units are deployed off-table, a –1 modifier is applied to all Summoning activation tests for the scenario's duration.
- If successful, the summoned unit must be placed within 12" of the Summoner, and no closer than 6" to an enemy unit. If this is not achievable, the successfully summoned unit may not be placed until summoned again in another turn.
- A summoned unit may be any Flying, Burrowing or Undead unit, or other creatures that both players agree can materialize or spring from the ground (agree this before the game starts). These units may be left off table during deployment.
- The summoned unit may not take further action in this phase, but will do so during your next turn.
- Until on the table, the summoned units do not count as casualties or for victory purposes.

"I may be a gloss-varnished and metal-fatigued 1970s Minifigs Wizard, but behold my Summoning power!" On a score of 6+ the hideous Great Green Worm rises up from the ground at the behest of The Mighty Summoner, Colin. Reaper Bones worm and Minifigs' Colin painted by the author. (Daniel Mersey)

UNDEAD

Cost: variable, see below.

The living dead are a funny old bunch; some dress in cod-Elizabethan clothing (vampires), some are all rattle and bones (skellies), and others are no more than a malevolent wispy vapour that you really shouldn't ingest (wights). A variety of options are available to Undead units, although some units simply count as Undead without any further options added (see the Graveyard Dwellers Warband for examples).

Undead units may choose any of the following rules:

- **Fear, Flying, Venomous:** See rules elsewhere in this section. Cost as shown.

- **No Feelings:** Courage value of 0+. This means that your unit will never become Battered, but will still rout on a negative final score (their magical reanimation being broken). They also ignore the effect of Fear. Such units are, however, fragile due to a lack of armour or calcium deficiency, meaning that any hits inflicted during Attacks are rounded up (as opposed to down) when working out how many Strength Points are lost (for example, 3 hits on an Armour 2 unit cause 2 Strength damage). Costs 0 points.
- **Unstoppable March of the Dead:** This is a Leader trait usable by a Warband consisting only of units from the Graveyard Dwellers list (see later); it may be selected instead of the rolled Trait if you roll an 8 or higher on the Leader Skills table. Your Warband only takes Courage tests for casualties from Attacking or Shooting, and when Rallying (ignore the other bullet points under 'When to test courage'). Costs 0 points.

VENOMOUS

Cost: 3 points.

The venom may come from a natural source (such as teeth or spores), or an unsaintly weapon. Any Attack die (but not Defence die) that rolls 6 does 2 Strength Points of damage. This rule could also be used to represent great strength, or yet another form of magical weapon. Venomous just sounds cooler!

WERE CREATURES

Cost: 1 point plus combined unit cost.

Things may not always be as they seem… this option allows you to field a seemingly normal unit at the start of a game, and once it has taken damage, attempt to transform the unit into a new, beastly form. You must announce that you have a were creature in your Warband at the start of a game, but you do not need to reveal to your opponent which unit it is (so long as you've written it down in secret before the game begins). Use the following rules:

- **Combines two units:** Were creatures must be Lesser Warbeasts plus one other unit type.
- The unit starts the scenario in non-Beast form, but any time it takes at least 1 Strength Point of damage from Shooting, Attacks, or Magic, it must test for transformation when the combat ends: roll one die, and the transformation occurs on a roll of 5–6, whether the player wants it or not. Replace the non-Warbeast unit on the table with the Warbeast unit, restored to full strength.
- Each unit's profile must be strictly adhered to before/after the transformation, and a unit may never transform more than once in a game.

Behold! The Sheep of Doom! Converted and painted by Annie Norman. (Annie Norman)

Design note: All but the first scenario included here are different to those in Lion Rampant; any of the scenarios from that rulebook are also playable using Dragon Rampant.

5. SCENARIOS

Dragon Rampant is pitched at fighting battles between raiding parties, mountain pass guards, caravan escorts, and outlaw bands: the chances of being involved in a huge, army-sized battle with thousands of goblins howling towards you and giant catapults throwing explosive donkeys overhead are fairly slim. Instead, the scenarios included here set rather more minor challenges for exactly the sort of minor Warband you're leading. Stand-up fights will occur and these favour hard-hitting units, but sometimes it's more beneficial to have a fast-moving Warband to achieve your objective, or a balanced force capable of achieving many tasks rather than a small, elite band of heroes.

That said, for your first game try the 'Gory Bloodbath on the Plains of Doom' scenario: a straightforward battle that allows you to focus on learning the rules rather than remembering what you need to do to win: just kill all of your enemies. Very subtle, eh?

SETTING UP A GAME

You may either choose a scenario with your opponent, or decide randomly by rolling a die (but be aware that this never generates the 'Bloodbath' scenario):

Die roll	Play Scenario…
1	B: The Sacred Mole Of Ukkert
2	C: Death Chase
3	D: The Crystal Gale
4	E: The Ringbearer
5	F: Pot Boiler
6	G: Into The Valley Of Certain Death

Once you've decided on the scenario, organise the game as follows:

- Select your forces to an equal points value.
- Roll for your Leader's trait.
- Decide who is attacking and who is defending.
- Set up terrain and deploy Warbands.
- Choose and announce Quests.
- Begin the first turn.

CHOOSING ATTACKERS AND DEFENDERS

Unless you're playing a campaign or linked scenarios, you'll need to choose who attacks and who defends: in some scenarios, the attacker and defender will have very different victory conditions.

Both players roll a dice: the highest scorer becomes the Attacker. The Warband with the highest combined number of Mounted, Invisible, and Flying units wins ties.

Unless noted differently in the scenario you're playing, the Attacker goes first in *Dragon Rampant*.

DEPLOYING YOUR WARBAND

Unless noted differently in your scenario set-up, the defender deploys first and the attacker deploys second in accordance with the scenario's guidelines. You may deploy up to a 6" depth from the table's edge unless stated otherwise.

If you run out of space to legally deploy units, the remaining units start off the table and must successfully make a Move activation during your activation phase,

28mm Mantic Games' Orcish Warband doing the weekly shopping. (Mantic Games)

measured from the edge of the table (you choose which of your units to leave off the table – you're the boss, after all!). A unit may only enter the game in this way if there is space for the unit to deploy, and it may not make a Wild Charge, Counter-charge or Attack to enter play.

Where a scenario's set up states that a certain number of points must be deployed in specific ways, this is for standard 24 army point Warbands. Adjust this according to the size of Warband you are playing with.

WINNING A SCENARIO

Each scenario awards Glory (victory points) for fulfilling your goals. The player with the most Glory at the end of game is the winner. Unless explicitly stated in the scenario, you cannot score Glory with Battered or retreating units (so if your objective is to occupy an area or move off the board, units that do so by retreating do not count). The one exception is that Battered units can still gain Glory if being Attacked.

However, *Dragon Rampant* also encourages you to choose your own adventures… Quests are sub-plots that you may attempt to complete, and a cunning player might be able to win the game by fulfilling Quests even without completing the scenario's main goals. Glory is awarded for successful Quests even if you did not achieve the scenario's goal.

It's fun to agree with your opponent before the game begins that an extra point of Glory will be awarded if either player manages to live up to their Leader's trait either by roleplay or dice play. Only agree to this if you're prepared to be generous to your opponent!

QUESTS

Every *Dragon Rampant* scenario awards Glory for achieving your goals. In addition each player may gain Glory from choosing Quests before the game begins, declaring amazing feats and achievements that their Warband must then achieve during the game. You may choose up to three Quests per scenario, allowing you to pursue your own agenda on the tabletop and the potential to win even if you don't achieve the scenario's goal.

You should agree either to announce your Quests to your opponent before the game begins, or write them down and keep them secret until the end of game. Choose Quests once the table is laid out and the Warbands have deployed, as this makes it easier to indicate target units and so forth. More than one player may choose the same Quest.

The more of these Quests completed, the more Glory you'll score at the end of the game but beware: every Quest you fail to achieve loses you 1 Glory from your final total for the game. Glory is scored for Quests even if you lose the scenario's main objective.

If you choose to announce your Quests before the game begins, remember to do so in the style of Arnie, Brian Blessed, Margaret Hamilton, Sir Ian McKellen, or should you really wish, Val Kilmer or Ken Marshall.

Design note: Additional quests may be found in the Lion Rampant rulebook – termed 'Boasts' – and these are easily transferable to a fantasy setting.

CHOOSING YOUR QUESTS

The list below shows a good selection of quests to choose from, but feel free to come up with new ones that can be used by both yourself and your opponents. Quests should always be worth between 1 and 3 Glory, scoring more points the harder they are to achieve.

Remember that every quest you do not complete costs you –1 Glory at the end of the game, regardless of it being a 1, 2, or 3 Glory quest.

3-Glory quests	
"My Warband will stand firm"	None of your units may rout or retreat off the tabletop (they may be wiped out or leave to fulfill scenario goals).
"I need not soil my blade on so weak an enemy"	Confident in victory, you decide to go drinking rather than be present at the battle – your Warband is capable enough to win without your help. Your Leader's unit may not move or take any action *all game*. If you are required to roll any dice for this unit or move it in any way, your Quest fails.
"Cleave them in half"	Rout/destroy units at least three enemy units in one turn.
"The gods have listened"	For the duration of the battle, you must never have more than one Battered unit on the table. Your units may be destroyed, just not visibly losing faith in the face of their enemies.
"They will cower before me"	At least three enemy units on the table must be Battered at any one time.
"No magic shall be cast today"	This may only be chosen if you have a Spellcaster in your Warband. The Spellcaster may not use any spells during this scenario – if it does, the Quest is lost. Magical weapons and armour are conveniently overlooked in this Quest.
"Hit them hard, hit them fast"	Your Warband must rout/kill your opponent's highest points value unit, inflicting all of the damage in a single turn of the game; if two or more units are tied on points value, you must indicate/write down which you are targeting at the start of the game.
2-Glory quests	
"I will destroy more units than I lose"	Your Warband must rout/destroy more enemy units than you lose (the actual number of models removed is not relevant).
"Half of the enemy shall falls to my sword"	Your Warband must rout/destroy at least half of your enemy's total number of units (the value of each unit removed is not relevant).
"My arrows are deadlier than my spears"	Your Warband must rout/destroy more Strength Points with Shooting than Attacks (put the casualties in two separate piles!).
"Smite their champions"	Your Warband must rout/kill your opponent's highest points value unit; if two or more units are tied on points value, you must indicate/write down which you are targeting at the start of the game.
"Strike a mighty blow"	Destroy two enemy units in one turn.
"They will tremble before me"	At least two enemy units on the table must be Battered at any one time.
"Avenge the fallen"	Secretly choose one enemy unit; you must destroy or rout it during the battle to avenge the dreadful deeds it has previously inflicted on your people.
1-Glory quests	
"I shall strike the first blow"	One of your units must declare the game's first Attack.
"I will make them run"	One of your opponent's units must make the first failed Courage test of the game.
"Their aim will be poor today"	None of your units may ultimately be routed or destroyed by missile fire (they may take missile casualties, but this cannot be the cause of their removal from play).
"They shall taste our blades"	You must cause at least 3 Strength Points of damage in a single turn (distributed between one or more units).
"Every blade shall be drawn"	Each of your units must succeed in making at least one Attack during the game (regardless of casualties inflicted).
"Drive them out"	You must make at least one enemy unit Retreat off the table during the game.
"Our missiles shall rain down upon them"	You must reduce at least one of your opponent's units to half strength or less with missile damage alone.

HONOURING YOUR ELDERS

Players gain an additional 2 Glory at the end of a game if their Warband comprises entirely of fantasy models manufactured pre-1984. If this doesn't give you a reason to hunt down old Minifigs and Asgard models, I don't know what will!

SCENARIO A: GORY BLOODBATH ON THE PLAINS OF DOOM

Bloodbath is a straightforward fight to the death between opposing Warbands. It's a good scenario for multi-player games or for your first game of *Dragon Rampant*. Both the Attacker and Defender must attempt to slay or rout their enemies to achieve victory.

SET-UP

The Attacker deploys along the North edge and the Defender deploys along the South edge. You may wish to experiment with deployment: starting with all units off table and needing to pass a Move order to enter the table adds a touch of spice.

SPECIAL RULES
None.

ENDING THE SCENARIO
Keep playing until a turn begins with 4 or fewer units remaining in the game. When this happens, roll a dice at start of each turn… if the score is higher than number of units left on table, this is the final turn.

VICTORY CONDITIONS
Both Attacker and Defender add up the points value of enemy units destroyed/routed before the game ended; damaged units still in play are not counted. The player with the higher score wins 5 Glory (+/– Quests). Players tied for first place gain 3 Glory each (+/– Quests).

SCENARIO B: THE SACRED MOLE OF UKKERT
The prophecy of the defender's realm is well known: "While the sacred mole of Ukkert lives beneath the mountain, the kingdom shall not fall." Unfortunately, so well-known is the tale that the attacker has turned up, stolen the mole in its blessed box, and is attempting to carry it away as the defenders arrive to claim back what is theirs. At the foot of the mountain, battle begins: the defender must rescue the mole and return it to the mountain, and the attacker must carry it away. (No-one knows if the sacred mole is a real mole or a stone-carved statue of a mole, as the blessed box has never been opened, lest the mole escapes or falls out.)

SET-UP
At the North East corner of the table, place an entrance way into the mountain; the attacker deploys within 12" of this. The defender may deploy within 12" of the South East or North West corners, or both.

SPECIAL RULES
The attacker must move the mole off the South West corner of the table; the defender must return it to the mountain's entrance; a unit carrying the mole must move at least one model into contact with the table's corner to remove it. The attacker places a sacred mole marker (or box) with a chosen unit at the start of the game. The mole may change hands during play; it may be passed to a friendly unit that is 3" away as part of a Move action, or may be taken from an opponent by force: if the unit carrying the mole is forced to retreat as a result of an Attack (but not Shooting), it leaves the box behind to be immediately picked up by that combat's victor.

The sacred mole of Ukkert is transported safely inside its box, guarded by Beowulf's Geats (Elite Foot). With any luck, the mole won't even wake up. 28mm Gripping Beast Saxons painted by Matt Slade. (Henry Hyde)

ENDING THE SCENARIO
Play until the mole has been returned to the mountain or moved off the South West corner, or until only one Warband remains in play (automatically winning the mole).

VICTORY CONDITIONS
The player who takes the mole to safety (whether mountain or off table) earns 5 Glory (+/– Quests for both players).

SCENARIO C: DEATH CHASE

Run for your life! Ambushed while out on a routine patrol, the defenders must flee for their lives, and the attackers must take those lives from them.

SET-UP

Play lengthways along the table. The defender deploys along the East table edge, with at least one model from each unit touching the table edge. The attacker then deploys along the North and South table edges (the long sides) in the same fashion, no closer than 18" to a defending unit and placing at least one unit on both North and South edges.

SPECIAL RULES

The defender's units must attempt to move off the West edge of the table; a unit is removed from play when the first model in it touches the opposite table edge. Retreating off the table does not count towards victory. To simulate the surprise of an ambush, the defender may not declare any Attacks or Shooting in the two turns of the game.

ENDING THE SCENARIO

Play until only one Warband remains in play; if these are defending units, they count as escaping for victory purposes.

VICTORY CONDITIONS

The defender earns 3 Glory for every unit over half strength that escapes, and 1 point for every unit at half strength or less. The attacker earns 2 Glory for every unit destroyed or routed (+/– Quests for both players).

SCENARIO D: THE CRYSTAL GALE

The royal crystals have been lost! A powerful – possibly enchanted – gale blew through the queen's palace, carrying all before it. The precious crystals fell scattered across the borderlands, and both the attacker (sent by the queen) and defender (onto whose land they dropped) want them. Magical knapsacks at the ready, it's time to bag some jewels.

SET-UP

Lay out the table with whatever terrain you wish. Then take 10 gaming gems – each one represents a crystal – and place one in the centre of each quadrant of the table; the remaining crystals are placed by the players alternately, starting with the attacker. No crystal may be placed closer than 6" to each other, or closer than 12" to the table edge. Finally, dice to see which table edge the attacker deploys along: 1–2: East, 3–4: West, 5: North, 6: South; the defender deploys opposite.

SPECIAL RULES

To pick up a crystal, one of your models must end a Move action in contact with it. A unit may be able to collect more than 1 crystal at a time if several are close together. Once picked up, your units' magical knapsacks instantaneously transport the crystal to the safety of your kingdom and earn you Glory; once picked up, they cannot be lost or taken away.

ENDING THE SCENARIO

Play until all of the crystals have been collected, or only one Warband remains on the table – at which point they collect all remaining crystals.

VICTORY CONDITIONS

Each crystal won earns the player 1 Glory (+/– Quests).

SCENARIO E: THE RINGBEARER

One unit on the defending Warband has been entrusted with the safekeeping of a magical ring. The ring – one of only a handful produced (ha!) – brings with it immense power, and as the ringbearers and their escort move across country, the attacker's raiding force turns up and declares it wants that preciousss ring…

SET-UP

The defender secretly writes down which unit the ring is carried by; it cannot be transferred between units during play. The defender chooses one table edge to deploy along and the attacker deploys opposite.

SPECIAL RULES

The defender should not indicate which unit carries the ring until it has been removed from play, at which point the game ends immediately. The ring offers no advantages or disadvantages to the bearers, as it is so powerful that they dare not use it. However… if the ringbearing unit becomes the defender's last unit remaining on the table, the ring supernaturally protects itself by generating a huge explosion, ending the game and destroying all units still in play. You have been warned of the power of the ring!

ENDING THE SCENARIO

Play until the ringbearing unit has been destroyed or retreats from the table, or until no attacking units remain in play. And watch out for explosions!

VICTORY CONDITIONS

The attacker earns 5 Glory if destroying/routing the ringbearing unit; the defender earns 4 Glory if the ringbearer's unit it still in play when the battle ends. Both players additionally score 1 Glory for each (non-ringbearing) enemy unit destroyed/routed (+/– Quests). If the magical explosion is triggered, players score only the points for their Quests.

SCENARIO F: POT BOILER

"Would you like a hand with that soup?" The attackers need to move quickly – the defenders have captured ten of your kin, and rather than selling them into slavery, they've decided to rustle up a tasty meat-based snack. The defender must attempt to rescue their medium-rare friends before the pot boils over.

Behold Jenny on her Cow Dragon! Slap enough red paint on, and the enemy might well think they're facing a Dragon (either way, this is a Greater Warbeast; a real dragon might add a Flame Attack). Converted and painted by Annie Norman. (Annie Norman)

SET-UP

At the table's centre point place a scaled down cooking pot! Into this place 10 captive models or other markers… these are the defender's dinner tonight. The defender deploys all units within 18" of the pot (modeling their plates is optional). The attacker may deploy along any or all table edges.

SPECIAL RULES

Starting in Turn 3, at the end of the Defender's activation phase remove one captive from the pot and awards it to the Defender for dinner (be sure not to swallow it). To rescue the captives before they are all cooked, the attacker must move one unit at more than half strength into contact with the cooking pot. As soon as this happens, end the game – the pot is tipped over, the uneaten captives in the pot are rescued, and the remaining raiders slink away with empty bellies.

ENDING THE SCENARIO
The scenario ends immediately if the attacker rescues the captives, or if all of the captives have been eaten. If only one Warband remains in play, the remaining captives are awarded to that player.

VICTORY CONDITIONS
Each player gains 1 Glory for each captive they eat or rescue (+/– Quests).

SCENARIO G: INTO THE VALLEY OF CERTAIN DEATH
Opposing scouting parties have stumbled across one another in the most unpleasant environment for a battle: terrain that fights back. The Valley of Death may be poisonous marshland, forest, Tabasco lava flows, mineshafts, or even an abundance of wild animals. Both sides must attempt to manoeuvre to safety… and damage their enemies.

SET-UP
A number of areas equivalent to half the table's space must be clearly laid out as Dangerous ground – I suggest that all rough terrain becomes Dangerous.

Both attacker and defender start with an even split of points on the East and West edge of the table: on one edge your units deploy north of the centre point and on the other they deploy south of it. At the centre of the North and South table edges, place a marker to show a safe exit zone from the table. To exit the table safely, units must move at least one model into contact with the safe exit marker; remove the unit to safety immediately (they cannot re-enter play).

It's going to be an almighty shock when they realize she's *behind* them… the Valley of Certain Death just got a little bit Death-ier. Photo by Kevin Dallimore. (North Star Military Figures)

SPECIAL RULES
Dangerous terrain: Every time a unit (even part of a unit, and including Flying units) moves in Dangerous terrain, roll a die. The unit loses half that number of Strength Points (rounded down). This does not cause a Courage test. Retreating units do not alter their path to avoid Dangerous terrain, and must test for casualties when moving through it.

ENDING THE SCENARIO
Play until no units remain on the table.

VICTORY CONDITIONS
Each player gains 3 Glory for every safely exited unit at over half strength, and 1 point for every safely exited unit at half strength or under (+/– Quests).

6. SAMPLE WARBANDS

There are no 'official' army lists for *Dragon Rampant*. No-one can beat you over the head with a well-thumbed codex that they themselves have min-maxed to the, erm, max. And nor can anyone sneer at the colour of your goblinoids: I have some reddish-skinned Forest Orcs, and so may you! Let your imagination run free, free like a Druid in a wood, a virgin on a unicorn, or a Troll in a china shop.

However…

It seems only right to give you a few pointers and suggestions as the troop types, special rules, and options offer a huge variety of units to choose from. Therefore, this section of the book lists popular fantasy races (and some personal favourites of mine) and how you might recreate them. Consider these as guidelines to deviate from whenever you wish, especially when choosing your Leader – those shown in the lists are considered to be the highest ranking commander of a Warband of this size, and many would be led by lesser mortals as part of a regular 6 or 12 model unit. Also remember that it's fine to mix units from different lists: want dwarves and goblins together in your Warband? Go for it, but create a good backstory!

I also encourage a 'What You See Is What You Get' approach to fantasy gaming – without this, things get chaotic pretty quickly. And everyone wants to win by superior generalship (and good dice throwing) rather than smoke and mirrors, right?

BORDERLANDS

In the forests on the Borderlands live the old Trollkin shamans, who lead lesser trolls and marshland goblins into battle. The option of invisibility available to the goblins reflects their ability to blend into the landscape, and the Spellcaster Leader is unusually powerful for a shaman, including the blessing and enchantment of goblins weaponry. This list is inspired by Artizan Miniatures/Midnight Workshop's 28mm Borderlands range.

Unit	Type	Notes	Points	Options
Forest Troll Wise Old Shaman	Heavy Foot	Leader, Spellcaster, Single Model Unit	8	–
Forest Trolls	Bellicose Foot	Reduced Model Unit	4	–
Goblin Knights	Heavy Foot	Blessed melee weapons	6	Invisibility (+3pts)
Goblin Moss-Troopers	Light Foot	–	3	Mixed Weapons (+2pts), Invisibility (+3pts)
Goblin Ambushers	Scouts	–	2	Enchanted missile weapons (+1pt), Invisibility (+3pts)

CENTAURS

Part human, part horse – sometimes a human with the hindquarters of a horse, or more commonly the torso of a human joined at the waist to a horse's withers – centaurs are fast and tough, and proficient with bow and spear. This Warband has a Classic Greek theme, so includes human (or non-human) hoplite spearmen who sometimes march in support of their horsey chums. This list is inspired by Eureka's 15mm Centaur range.

Unit	Type	Notes	Points	Options
Warchief & Escort	Elite Riders	Leader, Reduced Model Unit	6	Level Headed (+2pts), Mystical Armour (+2pts)
Warriors	Heavy Riders	–	4	Mystical Armour (+2pts)
Sagittarii	Heavy Riders	Mounted Missiles	5	Mystical Armour (+2pts)
Outriders	Light Riders	–	4	–
Hoplite Allies	Heavy Foot	–	4	–

DWARVES

Carving out vast, ornate underground kingdoms – 'cave' is not a word you would associate with a Dwarven hall – these skilled, grumpy stone- and metal-workers are usually portrayed as vertically challenged, bearded Vikings who are heavily armoured and brandish unnaturally sharp axes. Never mention their height, or the popular sport of Dwarf Tossing (unless you're standing on a very high box).

Unit	Type	Notes	Points	Options
Lord	Elite Foot	Leader, Single Model Unit	6	Reduced Model Unit (add Hornblowers), Fear (+2pts), Blessed melee weapon (+2pts)
Housecarls	Elite Foot	–	6	–
Axe Thanes	Heavy Foot	Offensive	6	–
Spear Thanes	Heavy Foot	–	4	–
Quarrel Thralls	Heavy Missiles	–	4	–
The VASA (Very Angry Short Axmen): Berserkers	Bellicose Foot	–	4	–

ELVES

Elves break down into sub-groups such as Wood, High, Sea, and Dark Elves. I think you can guess where the Wood Elves live, without extra help from me. High Elves are altogether more ethereal and dwell in ornate palaces; Sea Elves inhabit luxurious underwater kingdoms and venture out to make war; and Dark Elves are the evil country cousins. Renowned for their love of camp clothing but equally well known for their deadly archery skills, Elvish Warbands typically include a high number of missile units.

Unit	Type	Notes	Points	Options
Prince or Princess	Elite Rider **OR** Elite Foot	Leader, Single Model Unit	6	Missiles (+2pts), Invisibility (+3pts; Elite Foot only)
Champion	Elite Rider **OR** Elite Foot	Single Model Unit	6	Missiles (+2pts)
Knights	Heavy Riders	–	4	–
Mounted Archers	Light Riders	–	4	–
Archers	Light Missiles	Sharpshooter	6	Invisibility (+3pts)
Spearmen	Light Foot	–	3	Invisibility (+3pts), Upgrade to Heavy Foot (+1pt)
Treemen	Greater Warbeasts	Single or Reduced Model Unit	6	–
Druids or Wizards	Light Foot	Spellcaster, Single or Reduced Model Unit	7	Invisibility (+3pts)
Watchers	Scouts	–	2	Invisibility (+3pts)

GOBLINS

Goblins dwell in woodland, inside and over misty mountains, and far out at sea. They are a widespread nuisance and almost universally unpopular. Hobgoblins are larger and marginally less pleasant, and trolls and wolves lack the moral niceties to know better than to hang around with the gobbos.

Unit	Type	Notes	Points	Options
Overlord & Bodyguards	Heavy Foot	Offensive, Leader, Reduced Model Unit	6	–
Warriors	Light Foot	–	3	Short Range Missiles (+1pt), Mixed Weapons (+2pts)
Fanatics	Bellicose Foot	–	4	–
Pricklers	Scouts	–	2	–
Wolf Rider Lancers	Heavy Riders	–	4	–
Wolf Riders Archers	Light Riders	–	4	–
Wolves	Lesser Warbeasts	–	4	–
Goblin Shamans	Light Foot	Wizardling (Almighty Prod!, Banish Fear!, Sod-off Spell!)	5	–
Hobgoblins	Light Foot	Offensive	5	Upgrade to Heavy Foot (+1pt)
Trolls	Heavy Foot	Offensive, Reduced Model Unit	6	–

GRAVEYARD DWELLERS

There's nothing worse than slaying your enemies only to find out that they come back to life several weeks later to reap their revenge. Such a Warband may conceivably start with only a Necromancer deployed on the table, throwing up skeletons and zombies with wild abandon (and good dice rolls); ghouls are not actually undead, they just like the graveyard vibe (and the singing of Carl McCoy).

Unit	Type	Notes	Points	Options
Necromancer	Heavy Missiles*	Summoner, Leader, Single Model Unit	7	Undead (+0pts)**
Banshees	Scouts***	Undead (No Feelings)	2	Fear (+2pts), Invisibility (+3pts)
Ghouls****	Bellicose Foot	Hatred	5	–
Skeleton Soldiers	Light Foot	Undead (No Feelings)	3	Upgrade to Heavy Foot (+1pt)
Skeleton Archers	Light Missiles	Undead (No Feelings)	4	–
Skeleton Knights	Heavy Riders	Undead (No Feelings)	6	–
Vampires	Elite Foot	Undead (No Feelings), Flying	8	Upgrade to Level Headed Elite Riders (+2pts)
Wights	Lesser Warbeasts	Undead (No Feelings), Fear	6	Invisibility (+3pts)
Zombies	Ravenous Hordes	Undead (No Feelings)	1	–

* Lightning bolts from the fingertips.
** Not usually Undead – choose this option to field a Lich.
*** Ranged attack represents the banshees' wail.
**** Not Undead, just morbid.

GRRR! ALL CREATURES GREAT AND SMALL

This is not a Warband in its own right, but a list of creatures to pick and choose from if you're looking to boost your chances of success or you're hankering after a new, expensive model to paint.

Unit	Type	Notes	Points	Options
Ancient Dragon	Greater Warbeast	Flame Attack, Flying, Single Model Unit	10	–
Big Ol' Demon	Greater Warbeast	Fear, Flying, Single Model Unit	10	–
Enormous Giant	Elite Foot	Single Model Unit	6	–
Ferocious Manticore	Lesser Warbeast	Flying, Venomous, Single Model Unit	9	–
Humungous Maggot	Greater Warbeast	Burrowing, Single Model Unit	8	–
Majestic Gryphon	Greater Warbeast	Flying, Single Model Unit	8	–
Gryphon Rider	Elite Rider	Flying, Single Model Unit	8	–

HALFLINGS & GNOMES

Although very different in appearance, I've chosen to twin Halflings and Gnomes in one Warband – essentially they're all small folk with a penchant for longish spears and missile weapons. Gnomes have beards, and Halflings wear their beards on their hairy feet. It is rare to find a Single Model Unit or even Reduced Model Units in Halfling and Gnome Warbands, as both rely on numbers more than individual strength.

Unit	Type	Notes	Points	Options
Captain & Bodyguard	Light Foot	Offensive, Leader, Short Range Missiles	6	–
Militia	Light Foot	–	3	Invisibility (+3pts)
Archers	Light Missiles	–	4	Invisibility (+3pts)
Slingers	Scouts	–	2	Invisibility (+3pts)
Snail Riders	Heavy Foot*	Reduced Model Unit	4	–
* Rated as Heavy Foot due to speed and durability.				

KNIGHTS OF THE SHINING CITADEL

It is rumoured that these knights seat themselves about a Round Table, debating how best to bring honour upon their own oversized heads. Their chivalric code sometimes flies out of the window when battle begins, although being a Warband comprised solely of heavily armoured knights, they may well run out of puff in scenarios requiring rapid movement. Their lack of magic or missile units also contributes to their single-dimensional approach to warfare… but they are tough tin cans to prise open.

Unit	Type	Notes	Points	Options
Prince	Elite Rider	Level Headed, Blessed melee weapon, Leader, Single Model Unit	10	–
Champion	Elite Rider	Blessed melee weapon, Single Model Unit	8	–
Knights	Elite Foot **OR** Elite Riders	–	6	Blessed melee weapons (+2pts)
Squires	Heavy Foot **OR** Heavy Riders	–	4	–
Paladins	Elite Foot **OR** Elite Riders	Cleric	6 / 10*	–
* As per 'Cleric', the higher cost is only paid when facing a force including at least one Undead unit.				

LIZARD KIN

Lizard kin are large, intelligent reptiles, often standing on two legs, and using a wide assemblage of stone and obsidian weapons to batter their opponents into submission. Often at home in marshes and swamps, Lizard kin may call upon a number of allies from the natural (fantasy) world, and their many sub-kings are sometimes accompanied into battle by powerful, wise old reptilian god-creatures.

Unit	Type	Notes	Points	Options
Sub-king & Cultist Bodyguards	Elite Foot	Leader	6	–
Armoured Cultists	Heavy Foot	Offensive	6	–
Lesser Warriors	Light Foot	Offensive	5	–
Slingers	Light Missiles	–	4	–
Swamp Dwellers	Scouts	–	2	–
Bird Riders	Heavy Riders	–	4	Flying (+2pts)
Great Salamander or Dinosaur God	Greater Warbeast	Ponderous, Fear, Single Model Unit	9	–
Giant Newt or Swamp Dragon	Greater Warbeast	Venomous, Single Model Unit	9	–
Giant Chameleons	Lesser Warbeasts	Invisibility, Reduced Model Unit	7	–
Terror Birds	Lesser Warbeasts	Flying	6	–

MEN OF THE NORTH

The Men of the North have faces almost as furry as the animal skins they wear. If they don a helmet, chances are it's got horns on it, and their mounts of choice are frequently Stone Age buffalo, wolves, bears, or anything else considerably more bitey than a horse. This list is primarily inspired by Copplestone Castings' 15mm Barbarica range.

Unit	Type	Notes	Points	Options
Chieftain	Elite Foot **OR** Elite Rider	Leader, Single Model Unit	6	–
Thanes	Bellicose Foot	Shiny Armour	6	–
Warriors	Bellicose Foot	–	4	–
Archers	Light Missiles	–	4	–
Cavalry	Heavy Riders	–	4	–
Outriders	Light Riders	Short Range Missiles	3	–
Yetis	Greater Warbeasts	Fear	8	–
Giant	Elite Foot	Single Model Unit	6	–
Shamans	Light Foot	Spellcaster, Reduced Model Unit	7	–
Shamanic Dancers	Scouts*	–	2	–
Berserkers	Bellicose Foot / Lesser Warbeasts	Were Creatures, Reduced Model Unit	9	–
War Dogs	Lesser Warbeasts	–	4	Upgrade to Greater Warbeasts (+2pts)**
* Missiles are minor spells. ** Bears.				

MEN OF THE WEST

The Men of the West are a Western European Dark Ages- or medieval-themed Warband: expect to field units of well-armoured knights, spearmen, bowmen, and chivalric heroes in gleaming golden armour. It is not unheard of for the Men of the West to equip individual units with a uniform in the chosen colours of their Lord or city. It's perfectly fine to use some of the superb historical ranges available if you choose to build this Warband.

Unit	Type	Notes	Points	Options
Earl	Elite Rider	Leader, Single or Reduced Model Unit	6	Flying (+2pts)*
Heroes	Elite Riders	Reduced Model Unit	6	Flying (+2pts)*
Wizard	Heavy Foot	Spellcaster	8	–
Lancers	Heavy Riders	–	4	–
Spearmen	Light Foot	–	3	Upgrade to Heavy Foot (+1pt)
Axemen	Heavy Foot	Offensive	6	–
Archers	Light Missiles	–	4	–
Crossbowmen	Heavy Missiles	–	4	–
* Winged mounts.				

ORCS

Many fantasy worlds claim Orcs as a bastard branch of the Elvish race; wherever yours come from, be sure they're brutish, squalid, ugly, and cruel. Which makes me wonder why you're considering commanding them in the first place! Orcs come in a variety of shapes and sizes, and fight in an equally varied number of styles on foot and mounted on wolves or boars. Half-Orcs – or Mannish Orcs – have interbred with humans. Yuck.

Unit	Type	Notes	Points	Options
Chieftain & Bodyguards	Heavy Foot	Offensive, Leader, Reduced Model Unit	6	–
Great Mountain Orcs	Bellicose Foot	Shiny Armour	6	–
Orc Raiders	Light Foot	–	3	Short Range Missiles (+1pt)
Warrior Orcs	Bellicose Foot **OR** Heavy Foot	–	4	–
Archers	Light Missiles	–	4	–
Boar Riders	Heavy Riders	Fear	6	–
Half-Orcs	Heavy Foot	Offensive, Hatred	7	–
Ogres	Bellicose Foot	Hatred, Reduced Model Unit	5	–
Orcish Shamans	Light Foot	Wizardling (Heal Thee!, Power Bolt!, Bog Thee!)	5	–

RAT KIN

Rat kin are not your common or garden black rat: they are man-rats, able to use weapons, build societies (mostly based on land, sea, and sewer piracy), and control lesser – ordinary – rats to fight for them in great swarms. Shay-rats are the shamans of their society, good at what they know but traditionally limited in magical powers. Some fantasies insist that Rat kin use jezzail muskets in an otherwise gunpowder-free world.

Unit	Type	Notes	Points	Options
Petty King & Retainers	Heavy Foot	Offensive, Leader	6	–
Templar Rats	Bellicose Foot	Shiny Armour	6	–
Sword Rats	Bellicose Foot	Venomous	7	–
Rattish Slings	Light Missiles	–	4	–
Rattish Jezzails	Heavy Missiles	–	4	Weighty Projectiles (–1pt)
Rat Swarm	Lesser Warbeasts	Invisibility	7	–
Rat Kin Nutjobs	Light Foot	Exploder	5	–
Shay-Rats	Light Foot	Wizardling (Dragon's Breath!, Sharper Blades!, Stronger Shields!)	5	–

SAND MARAUDERS

Rumoured to be of magical human origin, the marauders are a lightweight but fast-moving Warband favouring skirmish tactics and mounted archery. There's no reason that your marauders must be human or their mounts horses – wasteland orcs, debased centaurs, and beastmen from the outer plains are just some of the options open to you, and Marauders have been known to ride giant lizards, woolly mammoths, and even large beetles.

Unit	Type	Notes	Points	Options
Khan	Elite Rider	Mounted Missiles, Leader, Single Model Unit	8	Flying (+2pts)*
Armoured Marauders	Heavy Riders	Mounted Missiles	5	Flying (+2pts)*
Marauders	Light Riders	–	4	Flying (+2pts)*
Foot Warriors	Bellicose Foot	–	4	–
Slaves of the Khan	Ravenous Hordes	–	1	Upgrade to Scouts (+1pt)
Shamans	Heavy Riders **OR** Heavy Foot	Spellcaster, Reduced Model Unit	8	Flying (+2pts; Heavy Riders only)*
War Crows	Lesser Warbeasts	Flying	6	–
* Winged mounts.				

DRAGON RAMPANT REFERENCE SHEET

ACTIVATION PHASE
- Rally Battered units.
- Activate Wild Charges.
- Order other activations.

LEADERS
- Always last model to die.
- +1 to your total for all Courage tests within 12" of the Leader model.

RALLY TEST
- Successful: remove Battered marker; cannot activate during this activation phase.
- Unsuccessful: retain Battered marker, lose 1 Strength Point, retreat; take no further action during this activation phase. Disadvantaged if attacked.
- Failed Rally tests do not end your activation phase.

MOVING
- Rough terrain halves movement.
- Obstacles end movement, you may cross on next activation.

SHOOTING RANGES
- Foot Missiles: 18"
- Scouts, Mounted Missiles, Weighty Projectiles: 12"
- Short Range Missiles: 6"
- Spells: 18"

ATTACKING/SHOOTING
- 12 dice if above half strength.
- 6 dice if half strength or less.
- –1 to Shooting over 12".
- Cover increases Armour by 1.
- Battered units hit on 6.
- Rough terrain: Attack and Defence of 5+ and Armour of 2 unless Rangers.

WHEN TO TEST COURAGE
- Unit has lost Strength Points from Attacking or Shooting.
- Unit is attempting to rally to remove a Battered marker.
- Unit becomes your only unit remaining on the table.
- Leader is killed or flees the table.
- Warband has had half or more army points of units removed from play.

COURAGE TEST
- –1 for each lost Strength Point the unit has suffered in the game so far.
- –1 if your retinue has had half or more army points of units removed from play.
- +1 to your total if your Leader's model is within 12".

FAILED COURAGE TEST
- Final score is greater than 0, unit must retreat a half move and becomes Battered.
- Final score is 0 or a negative number, unit routs. Remove it immediately.
- A Battered unit which receives another Battered result loses 1 Strength Point and retreats.

DRAGON RAMPANT ROSTER

WARBAND:
ARMY POINTS:
LEADER NAME:
LEADER TRAIT:

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	

UNIT NAME		POINTS	
Attack		Attack Value	
Move		Defence Value	
Shoot		Shoot Value	
Courage		Maximum movement	
Armour		Strength Points	
Special Rules		Options Chosen	